

DRAGON WARRIOR

MONSTERS

Pull-out
monster chart!

BEST BUY
\$14.99

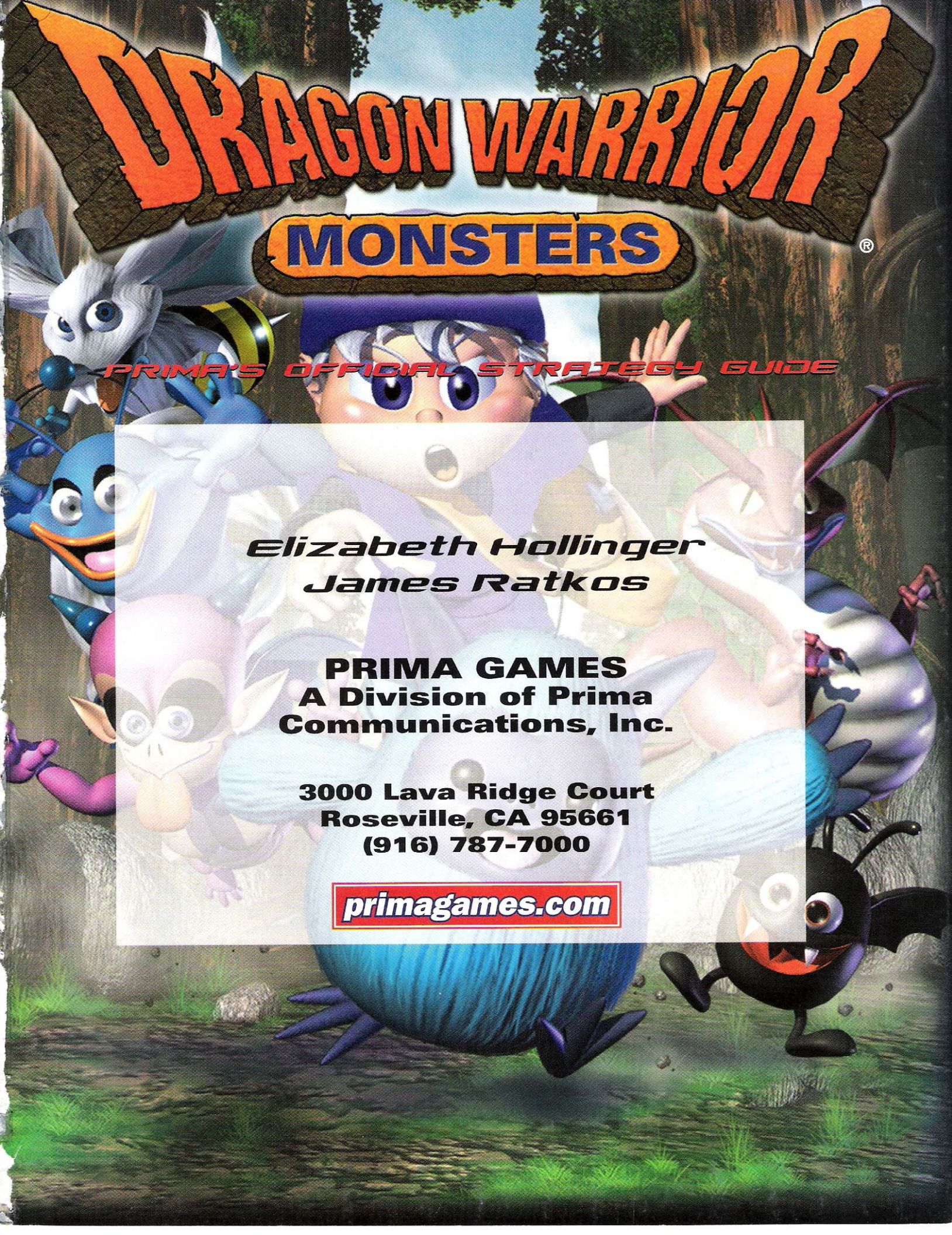
854314
DAYDREAM PUBLISHING
SKU: 367 547



primagames.com

Elizabeth Hollinger
James Ratkos





DRAGON WARRIOR MONSTERS

PRIMA'S OFFICIAL STRATEGY GUIDE

*Elizabeth Hollinger
James Ratkos*

PRIMA GAMES
A Division of Prima
Communications, Inc.

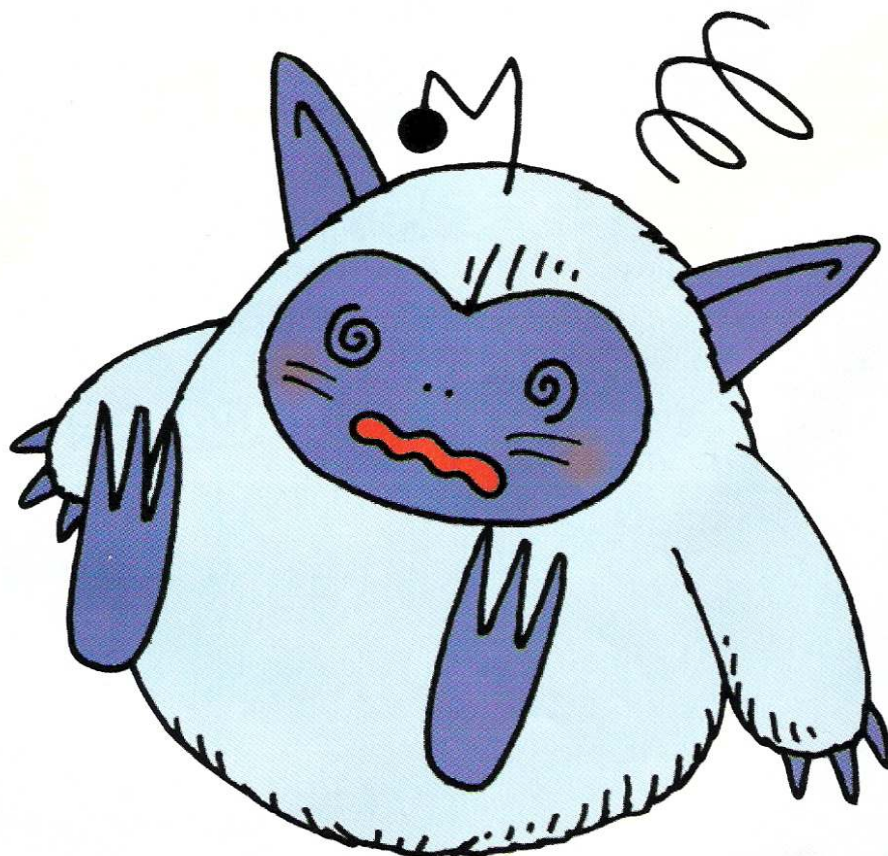
**3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000**

primagames.com

Acknowledgements

The authors would like to thank Jill Hinckley, Andrea Banse, and Jon Goetzman at Prima. Without them, this book would have never ended up as complete as it is. We'd also like to single out Jill for her devoted support and the fantastic job she did pulling together the reams of information we threw in her general direction. Additional kudos go out the following people:

- the guys at Winter Graphics North for an incredible job laying out everything you see within these pages
- Paul Handelman at Enix America Inc. as well as Hitoshi Suinou and Jun Miyamoto at Enix Corporation for providing us with everything we needed and answering all our questions
- Eidos Interactive for recognizing *Dragon Warrior Monsters* as title deserving to be brought to the Western World.





PRIMA'S OFFICIAL STRATEGY GUIDE

Elizabeth Hollinger
James Ratkos

Prima Games
A Division of Prima Communications, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com



® and Prima Publishing® are registered trademarks of Prima Communications, Inc.

© 2000 ARMOR PROJECT / BIRD STUDIO / ENIX. All Rights Reserved.

Dragon Warrior and ENIX are trademarks and registered trademarks of Enix Corporation. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editors: Jill Hinckley and Andrea Banse
Product Manager: Jon W. Goetzman

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.











ISBN: 7615-2730-3

Library of Congress Catalog Card Number: 99-69274

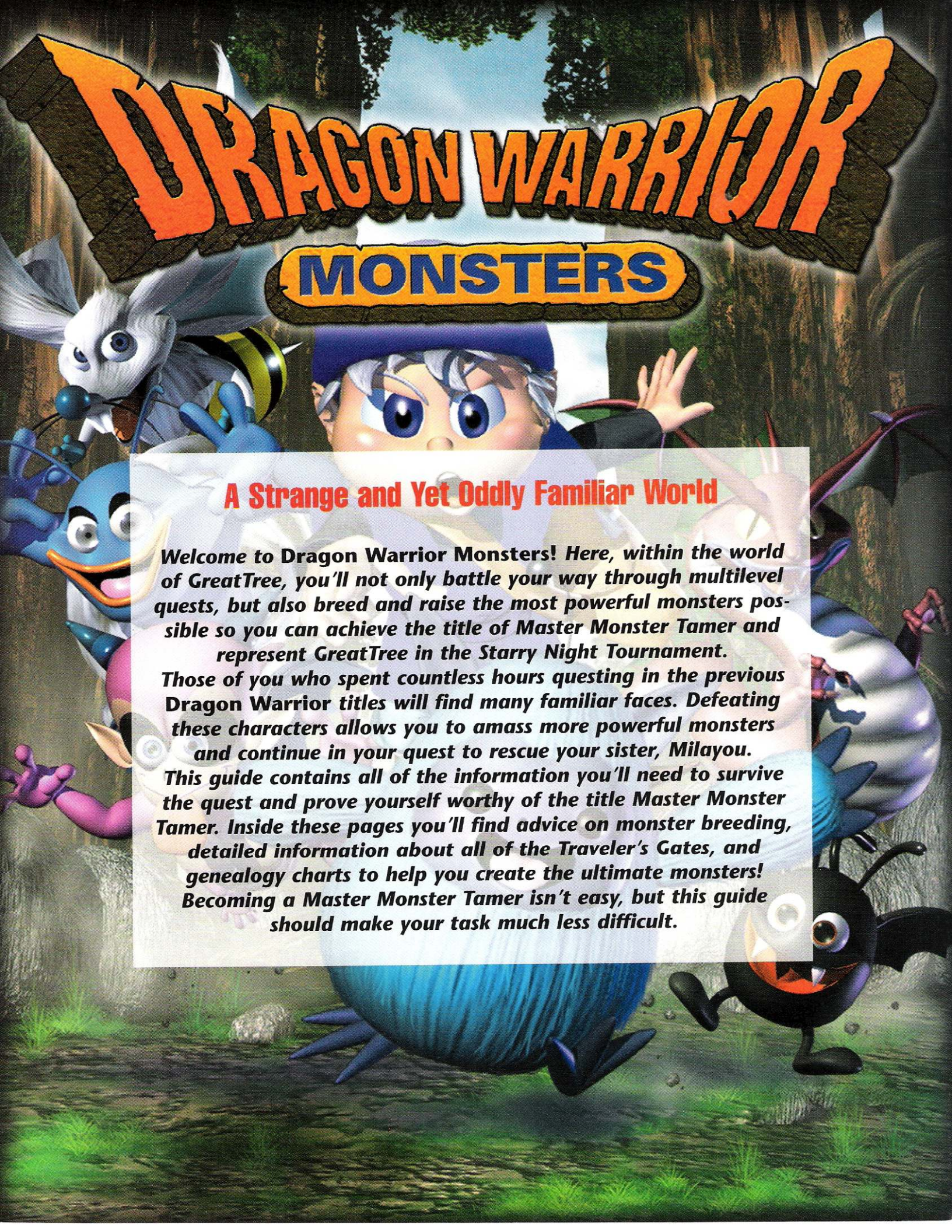
Printed in the United States of America

00 01 02 KK 10 9 8 7 6 5 4 3 2 1



Introduction	1
Before You Begin	2
The Journey Begins	8
Breeding and Advanced Information	19
The World of <i>Dragon Warrior Monsters</i>	27
Introduction to the Monsters	50
 Slime Family	51
 Dragon Family	57
 Beast Family	66
 Bird Family	74
 Plant Family	81
 Bug Family	87
 Devil Family	94
 Zombie Family	102
 Material Family	109
 ??? Family	117
Monster Recipes	123
Items List	146
Skills List	148





A Strange and Yet Oddly Familiar World

Welcome to Dragon Warrior Monsters! Here, within the world of GreatTree, you'll not only battle your way through multilevel quests, but also breed and raise the most powerful monsters possible so you can achieve the title of Master Monster Tamer and represent GreatTree in the Starry Night Tournament.

Those of you who spent countless hours questing in the previous Dragon Warrior titles will find many familiar faces. Defeating these characters allows you to amass more powerful monsters and continue in your quest to rescue your sister, Milayou.

This guide contains all of the information you'll need to survive the quest and prove yourself worthy of the title Master Monster Tamer. Inside these pages you'll find advice on monster breeding, detailed information about all of the Traveler's Gates, and genealogy charts to help you create the ultimate monsters! Becoming a Master Monster Tamer isn't easy, but this guide should make your task much less difficult.

Before You Begin

Dragon Warrior Monsters combines RPG action with monster breeding. During your stay in the Kingdom of GreatTree, you'll go on quests through strange lands filled with odd monsters to defeat fierce Bosses. Along the way, you must continue to prove yourself worthy by defeating the Kingdom's best Monster Masters and by training and breeding teams of powerful monsters. If you are successful, all of your labor will lead you to the Arena as GreatTree's representative in the Starry Night Tournament. Win and all of your wishes will come true!

Progressing Through the Game

Playing *DWM* is both simple and addicting! Your path to the Starry Night Tournament, while challenging and fraught with dangers, is clearly set. In the rooms beneath the King's Throne Room, there are 16 Traveler's Gates hidden behind locked doors. These gates lead you to the mystical realms of the Mystic World. The Mystic World is populated by the monsters you'll need to defeat or recruit into your own army. As you wander through the randomly generated floors of the Mystic World, you must seek out the Mystic Holes that lead from one floor to the next. At the bottom of each world beyond the Traveler's Gates lies a Boss that must be defeated before you can return to the Kingdom of GreatTree.

The key to unlocking the Traveler's Gates doors lies in the Kingdom's Arena. For each Battle Class you clear, another door leading to two more gates opens. Defeat the eight Battle Classes and there is one more challenge standing in the way of your competition in the Starry Night Tournament. Clear this final gate and the Starry Night Tournament is yours!

Breed Your Own Monsters!

The key to your success lies in breeding your own ultimate monsters. As you wander through the worlds beyond the Traveler's Gates, you recruit foreign monsters while training your own. Defeating the F Class Masters in the Arena lets you access the Master Monster Tamer in the Shrine of Starry Night, the center for all monster breeding in the Kingdom. Mate the monsters you recruit in the Mystic World with one another (or with your friend's monsters by using a Game Link cable) in the Shrine to create new monsters that have higher stats and access to more skills! Breeding monsters enables you to populate your battle party with creatures that are stronger and more specialized than the Bosses. You won't get far in your adventure if you don't check out this feature of the game!



The Kingdom of GreatTree

The Kingdom of GreatTree is built inside the hollowed-out trunk of a giant tree. In its five floors is every facility that you need. Here's a brief look at what's available.



The Monster Farm



At the very top of GreatTree, accessed through the King's Throne Room, is the Monster Farm. The Monster Farm is run by Pulio and is where you do most of your monster management. You can leave monsters here, pick others up, or put them into hibernation for a while. After you've cleared E Class in the Arena, you'll get access to the Monster Stable. In these rooms are resting monsters who can give you hints and tricks. Talk to the Monster Minister when he arrives. He is full of information about the monsters that dwell behind the different gates.

The King's Throne Room

The Throne Room is where you find out about your next mission. From here you can access the Traveler's Gates in the basement and the Monster Farm upstairs. The King's Minister is always good for a quick heal and an extra Herb. Check out the small room to the left of the King's throne for a couple of treats!

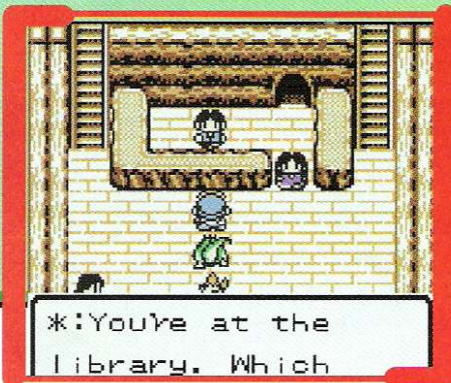


The Arena



The Arena is where all of the Class Battles take place. The Starry Night Tournament is also held here. The area around the battle arena is home to some of GreatTree's other warriors and trainers. Seek their advice! You may even be given the chance to mate some of your monsters with their rare ones.

The Library



Here you can read books on monster breeding and find out from the Librarian exactly how to breed the monsters you've recruited. There's also a special room for true Master Monster Tamers, but you have to recruit 100 monsters before you'll be allowed to enter.

The Vault

Passing out during a battle can have dire effects on your carefully collected inventory. Store both gold and items at the Vault and you'll never lose your savings again!



The Bazaar



Filled with helpful people, hidden surprises, and a constantly growing number of shops, the Bazaar is *the* place to go after each adventure. By the end of the game, four shops will reside here, each with a fantastic array of items to buy.

The Egg Evaluator

This cheery woman will gladly evaluate and/or bless any monster egg that you bring her way. Evaluating an egg lets you know what kind of monster is inside and what its gender is. Blessing an egg changes the gender of the monster inside, allowing for better breeding opportunities later.



Shrine of Starry Night



The Shrine of Starry Night is run by the current Master Monster Tamer. You can breed and hatch your ultimate monsters here.

You'll find many other houses and rooms as the tree continues to grow. You may even find some hidden Traveler's Gates!

Basic Controls and Menus

Controls

The controls for this game are pretty simple. The Control Pad allows you to move Terry around the world and scroll through lists and screens.

A is used for investigating items like pots and dressers, opening treasure chests, talking with people, confirming selections in menus and during discussions, and scrolling forward through conversations. Whenever you are not facing something or someone, you can use this button to bring up the Main Menu screen.

B is used to cancel decisions and move backward through menus.

SELECT brings up the Map screen in the Mystic World and auto-organizes items on the Items screen.

START toggles between the HP/MP and Level display at the bottom of your screen. It also brings up the Joined Monsters window when you are in the Main Menu.

TIP

EXAMINE EVERYTHING THAT MIGHT CONTAIN AN ITEM. YOU'LL FIND ALL SORTS OF HELPFUL ITEMS FROM INFORMATIVE BOOKS (NOT THE BK ITEMS) TO VALUABLE TINYMEDALS!

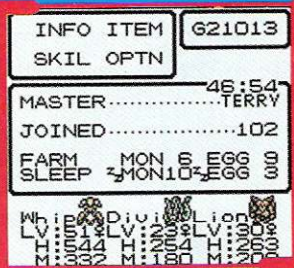


The Main Menu Screen

To access the Main Menu, your main source for information about your inventory and your monsters, make sure that you are not facing any person or item that can be examined and press **A**. This brings up a screen that shows both your current party of monsters and the following options: INFO, SKIL, ITEM, OPTN.

TIP

WHILE ON THE MAIN MENU SCREEN, PRESS **START TO OPEN UP THE JOINED MONSTERS WINDOW. THIS WINDOW GIVES YOU YOUR CURRENT STANDING IN THE GAME, INCLUDING CURRENT PLAY TIME, NUMBER OF MONSTERS WHO'VE JOINED, YOU AND THE NUMBER OF MONSTERS AND EGGS AWAKE AND SLEEPING IN THE FARM.**



THE INFO SUB-SCREENS

The INFO sub-screens give you detailed information about your current monsters. Press **A** to move forward through the four sub-screens and **B** to move backward. Pressing **↑** and **↓** on the Control Pad allows you to scroll through your list of three monsters.

INFO	Whip ♀ Lv:51
▶Whip	ATK : 409
Divi	DEF : 376
Lion	AGL : 410
	INT : 255
	WLD : 0
	HP:544/544
	MP:332/332

The first INFO screen shows your monster's current stats.

The second screen shows your monster's personality, "+ Level" (if it has one), and experience points. This screen is helpful when you need to know how many experience points your monster needs to progress to the next level.

INFO	Lion ♀ Lv:30
Whip	HOTBLOOD
Divi	Lionex
▶Lion	✦+7
	MASTER:TERRY
	Ex: 216756
	NEXT LV
	Ex: 29244

INFO	Infermost
Whip	HealAll
Divi	Firebolt
Lion	Lightning
	Revive
	EvilSlash
	Curse
	HealUsAll

The third screen shows all of the Special Skills that your monster knows. Monsters captured in the wild can only learn three skills, but the monsters that you breed yourself can learn up to eight different skills!

INFO	DAD:Linx
Whip	Lionex
Divi	✦family
Lion	MASTER:TERRY
	MOM:Liza
	LizardMan
	✦+4
	MASTER:TERRY

The fourth screen gives you information about the monster's parents.

THE SKIL SUB-SCREEN

INFO	ITEM	G21013
SKIL	O	Blazemost
▶Whip		Firebolt
Divi		Explodet
Lion		SleepAll

The SKIL sub-screen lists the Special Skills that each of your party's monsters knows, along with a brief description of its power. Access this screen when you want to use nonbattle skills, such as Heal, Antidote, and MapMagic.

Scroll through your monsters using the Control Pad. Press **A** to access the chosen monster's skills and **A** a second time to confirm your choice. When using skills that affect only a single monster, choose the monster you want to use the skill on.

THE ITEM SUB-SCREEN

The ITEM screen shows all the items in your inventory. You can carry up to 20 items at a time. Pressing **SELECT** while on this screen automatically sorts the items in your inventory.

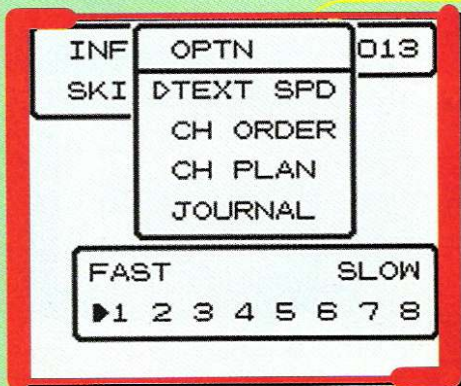
Use the Control Pad to scroll through your inventory. Leaving the cursor on an item causes a description window to appear at the bottom of the screen. To use an item, select it by pressing **A**. If necessary, a list of your current monsters will then appear, allowing you to choose which one you'd like to use the item on.

ITEM	DITEM	G21013
▶USE	O	D Lovewater
DEL		Lovewater
		Lovewater
		Lovewater
		Lovewater
		Lovewater
		1
		Restores between
		60 to 70 HP



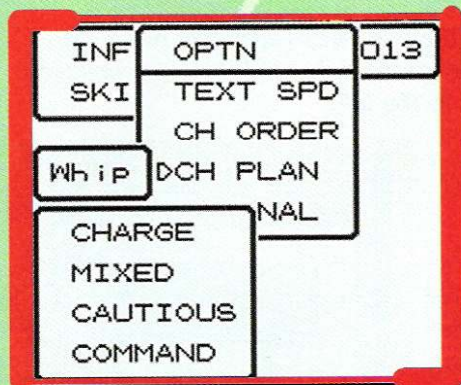
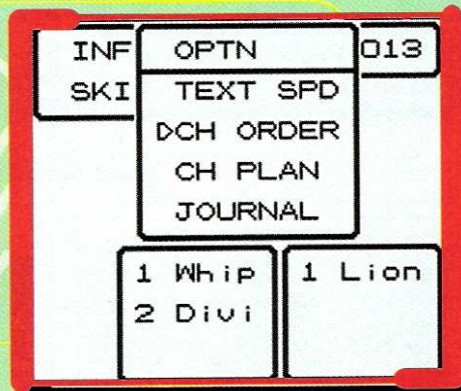
THE OPTN MENU

The OPTN menu allows you to customize the game to your liking. This is also where you save your progress through the game. The options are: TEXT SPD, CH ORDER, CH PLAN, and JOURNAL.



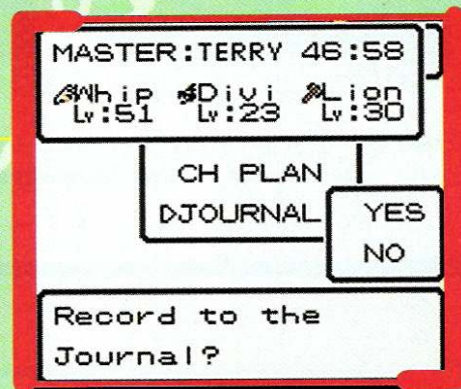
On the TEXT SPD screen is a sliding bar where you can adjust the speed at which the text in the game is displayed. Choose 1 for the fastest display time or 8 for the slowest.

The CH ORDER screen allows you to change the order of your current set of monster characters. The box on the left shows their current order and the box on the right shows their new order. Use the Control Pad to move the cursor to a monster and press **A** to select it. You can cancel a command by pressing **B**.



The CH PLAN screen is where you set your monsters' battle strategies. More information about the different strategy options can be found in the following two sections of this guide.

JOURNAL is the most important screen on this menu, because it allows you to save your game. As long as you have at least one monster in your party, you will be able to access this screen to save your game!



What's in the Rest of This Guide

The next two sections provide you with more in-depth information about the game itself. Section 3 covers the first three Traveler's Gates and introduces you to the first two Battle Classes in the Arena. The information provided there will get you started.

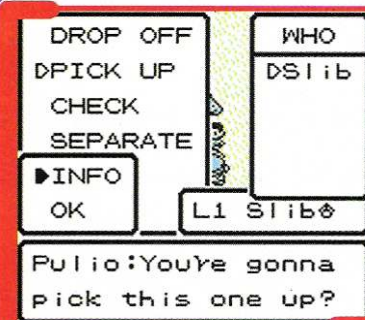
Section 4 covers more advanced topics such as breeding, mating monsters over the Game Link cable, monster personalities, and other tips and tricks to help you play like a Master Monster Tamer. The remainder of the guide provides you with all of the reference material you need to complete the game.

Look to Section 5 for information about all 31 of the Traveler's Gates in the Kingdom of GreatTree, including their requirements, monsters, and even Bosses. You'll also find complete information about all of the Arena's Battle Classes, including the Starry Night Tournament, so that you'll know what you are up against and how to prepare efficiently.

Section 6 is a complete bestiary of the game and includes all of the monsters you can create in the game—including the ultra-rare ??? monsters! Section 7 is a monster breeder's dream, containing all the recipes to breed specific monsters with others. Lists of Special Skills and Items are found in Sections 8 and 9.



Accepting His Majesty's Charge

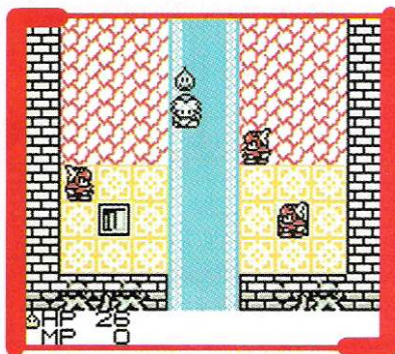


Talking to Pulio allows you to acquire your first monster!

After traveling to the monster farm on the upper level and receiving the last remaining monster (Sl1b, a Slime) from Pulio, your next audience with His Majesty lands the poor caretaker in prison. Feeling responsible for his situation, you offer to enter the Beginning Gate and retrieve Hale, the King's favorite monster.

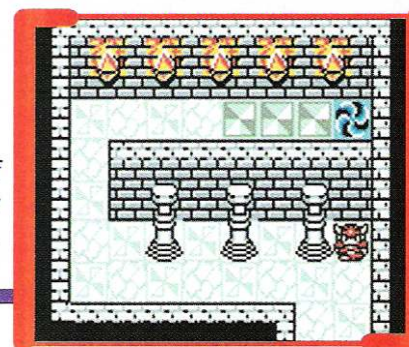


Open both the chests in the room located off the King's Chamber to reveal a pair of Herbs.



The warrior guards yield their positions and allow you to access the dungeons where the Traveler's Gates can be found. The first gate lies behind the large archway shown to the left.

Enter the large archway to reveal a lone guard and a swirling vortex, the first of the Traveler's Gates. Stepping into this swirling mist whisks you and your monsters to the world beyond.



The Mystic Worlds

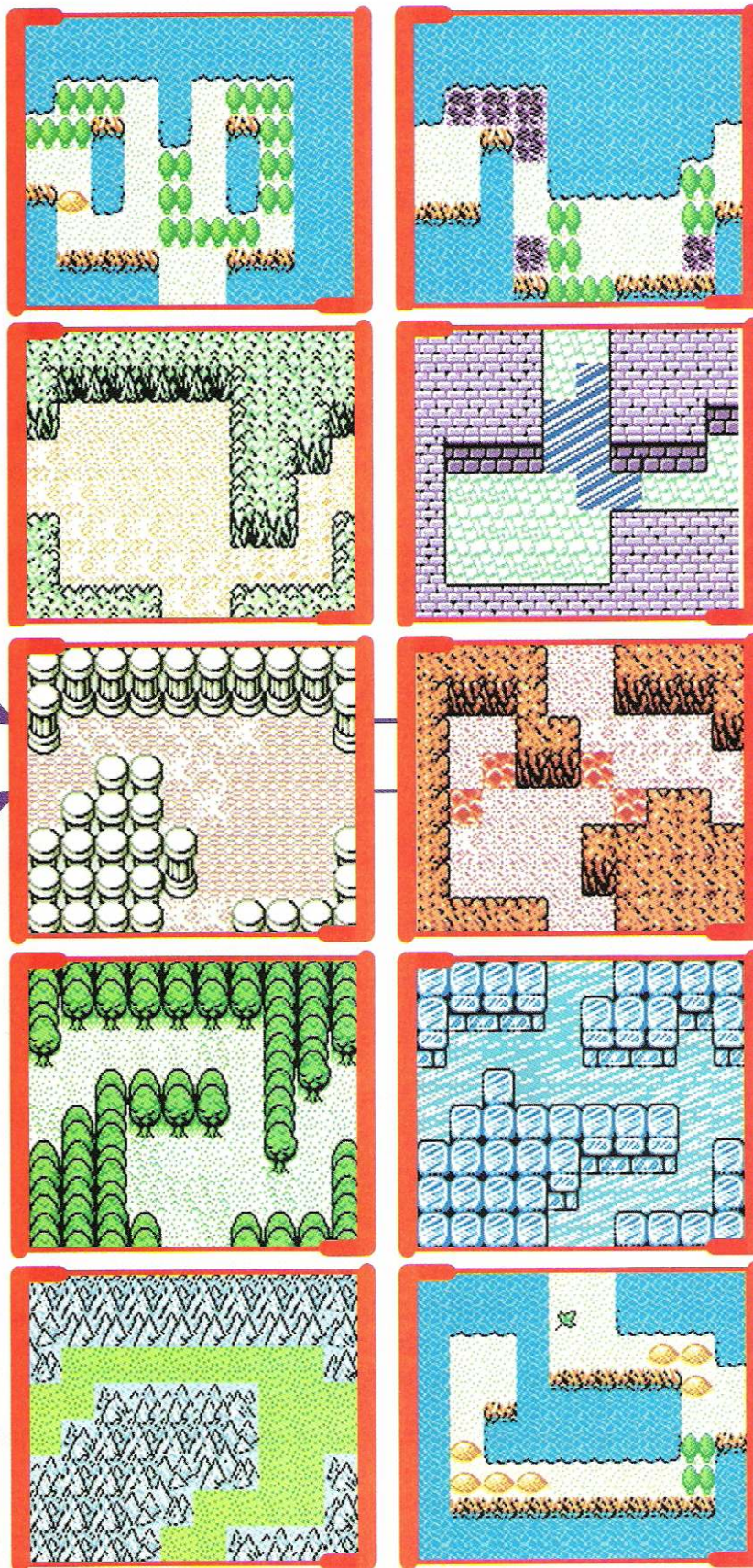
After traveling through a gate, you find yourself in strange and unfamiliar territory. The Traveler's Gates are constantly shifting across the worlds that they connect, so each journey through a gate leads you into what seems to be a randomly generated world.

NOTE

ONCE YOU ENTER A GATE, THE ONLY WAYS TO RETURN TO THE LAND OF GREATTREE, SHORT OF ALL OF YOUR MONSTERS COLLAPSING FROM EXHAUSTION, ARE EITHER TO USE A WARPWING OR TO TRAVERSE ALL OF THE LEVELS WITHIN THAT WORLD AND DEFEAT THE BOSS CREATURE(S) ON THE WORLD'S BOTTOM LEVEL.

The objective for each quest is relatively simple: seek out the Mystic Hole that exists on each level to reach the next and defeat the Boss monster(s) that occupy the bottom level of that world. As you travel across the lands of these Mystic Worlds, you encounter and battle the monsters that inhabit each level. With each successful encounter, your monsters become stronger and learn new abilities as they gain experience.

Terrain



As you pass from one level to the next of a world, you encounter different types of terrain. While objects like walls, mountains, or oceans restrict your movement, others like the swamps and lava pools inflict damage that drain your monsters' HP with each step you take. In some cases, you can take an alternate route, while in others it may be necessary to cross these hazards in order to reach a Mystic Hole.

You'll encounter some of these types of terrain as you quest through the levels of each of the Mystic Worlds. The poisonous swamps, lava fields, and magic barriers harm your monsters if you cross them, inflicting 2, 5, or 10 points of damage respectively.

Items

Take the time to explore all of a given level before proceeding to the next. Traveling through the levels of a quest, you occasionally find items lying out in the open. Collecting and storing restorative items such as Herbs and Antidotes can spell the difference between victory and defeat when you battle a strong enemy.

With the exception of Mimics, which disguise themselves as treasure chests, all of the items that you find within the Mystic Worlds benefit you in some way. Even if you don't need an item, pick it up anyway. You can carry up to 20 items at once, and you can always store extra items in the Vault or sell them back to the shop owners.

Pick up all the items you can carry. This Herb will restore 30-40 HP to one of your monsters.



WarpWings allow you to transport your party back to GreatTree in the blink of an eye if things start to look bleak. However, you cannot use them while you are engaged in combat.

Items can be used at any given time. While roaming the chambers of GreatTree or exploring in the Mystic World, simply press **A** to bring up the Game Menu screen. From the Game Menu, use the Control Pad to select ITEM and press **A** again. This displays a list of the items that you are currently carrying. Use the Control

Pad to choose the item you wish to use and confirm your selection by pressing **A**. Finally select USE and confirm your action. For some items, such as Herbs or Seeds, you must select the monster to use them on, while others, such as the WarpWing, activate automatically.

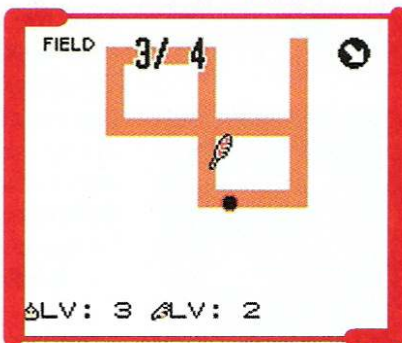
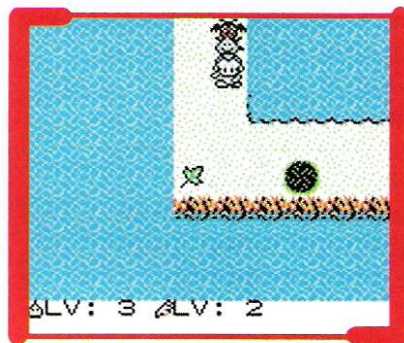


The window underneath the items list displays helpful information about the selected item.

The Map Screen

Within the Mystic World, pressing **SELECT** brings up the Map screen. On this screen, the following information is displayed:

- Current level/Number of levels in this world
- Portion of the level that you have explored
- Location of the Mystic Hole (if you've located it)
- Compass indicating the relative direction of the Mystic Hole from your current position (this is displayed if you possess the BeastWing)
- Feather signifying your current position
- Current experience level/HP and MP of the monsters in your party (this information is toggled by pressing **START**)



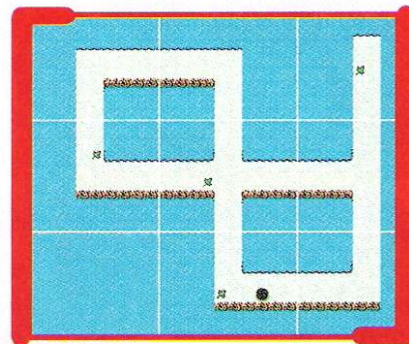
The party's current location, as seen in both the Mystic World and on the Map screen.

As you move across a level and explore new territory, more of the map is revealed and is displayed on the Map screen.

TIP

USING THE MAPHERB UNCOVERS THE WHOLE MAP FOR THE LEVEL THAT YOU'RE ON. IT ALSO POINTS OUT THE LOCATION OF THE MYSTIC HOLE.

Here you can see the majority of the map.



Random Encounters

As you wander around the world, you may draw the attention of that world's inhabitants. When this happens, it's time to battle it out and defeat the enemies!



A screen transition occurs when resident monsters spot you.

A Dracky attacks your party!

After the monsters that you have encountered are displayed, (and each round afterward) the following four options are available to you:



FIGHT:

Lets your monsters fight based on their current battle plans.

ITEM:

Allows you to use one of the items in your inventory on one of your own monsters (such as restoratives) or against the enemy (such as staffs or meat). Your monsters still fight based on their current battle plans.

PLAN:

Allows you to customize each of your monsters' attack battle plans. You can choose between the following four options:

CHARGE:

A monster attacks all out (this includes using any abilities it possesses).

MIXED:

The monster switches between offensive and support roles based on its own status and that of the other monsters in the party.

CAUTIOUS:

The monster either defends itself against any attacks or uses any skills or spells it has to aid the other monsters in the party.

COMMAND:

You can select how the monster fights (Attack, Magic Attacks, or Special Skills), and also target which enemy to attack.

RUN:

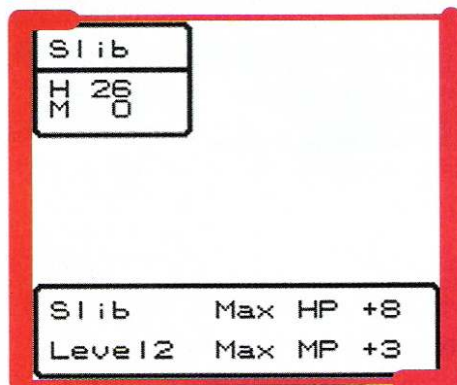
Allows you to attempt to flee the battle.

NOTE

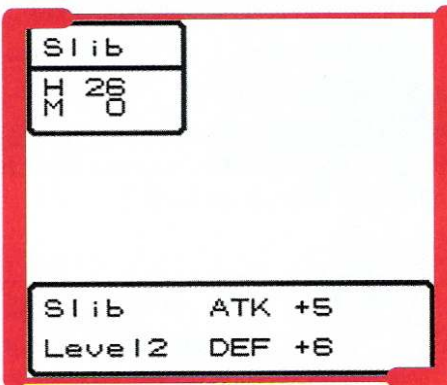
IF YOU ATTEMPT TO FLEE FROM A BATTLE USING THE RUN

OPTION, SOMETIMES YOUR ESCAPE MAY BE BLOCKED, LEAVING YOU AND YOUR MONSTERS DEFENSELESS FOR ONE ROUND.

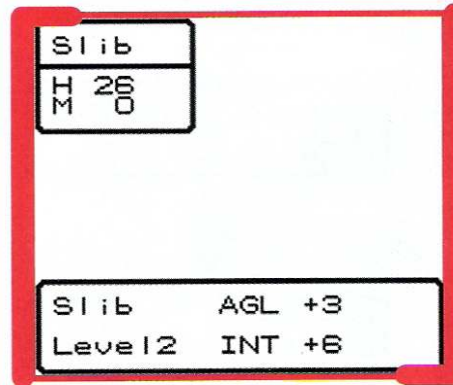
After you reduce an enemy monster's HP to zero, it becomes unconscious. Successfully defeating all of the enemy monsters ends the battle and awards your monsters with experience points. With each battle won, your monsters become more powerful and eventually learn Magic Spells and Special Skills.



Here, Slib has increased to Level 2!



These status screens show you the changes in its statistics.



WAIT, IT'S STILL MOVING

Occasionally a monster wakes up after you have defeated it but before you exit the battle. When this happens, you can recruit that monster into your party. After accepting it into your party, you can name it.



As shown here, the Dracky that our hero has accepted into his party falls right in line behind the Slime!

NOTE

YOUR PARTY CAN ONLY ACCOMMODATE UP TO THREE MONSTERS AT A TIME. IF YOU RECRUIT ANOTHER AFTER YOU ALREADY HAVE THREE IN YOUR PARTY, YOU HAVE TO CHOOSE WHICH ONE WILL HEAD BACK TO THE MONSTER STABLES. ONCE YOU RETURN TO GREATTREE, YOU CAN GO UPSTAIRS AND TALK TO PULIO TO REORGANIZE WHICH MONSTERS ARE IN YOUR PARTY.

Beginning Gate

TIP

IN THE FIRST QUEST, TRY TO RECRUIT AT LEAST ONE MONSTER BEFORE COMPLETING ALL FIVE LEVELS AND TAKING ON THE BOSS. REMEMBER, THERE'S STRENGTH IN NUMBERS. NOT ONLY WILL YOUR PARTY TAKE LONGER TO DEFEAT, BUT MORE MONSTERS MEAN MORE ATTACKS PER ROUND!

Boss: Hale (Healer)
HP: 80
MP: 7
Skills: Heal



out!



Hale explains to Terry that he's just not going back to the Castle.

After you complete the four levels of this world, the Mystic Hole leads your party to this chamber where Hale, the King's favorite monster, has been hiding since he escaped the stables in GreatTree. Because you are unable to convince the monster to return, you must resort to battling it

TIP

IF YOU'VE MANAGED TO RECRUIT A MONSTER OR TWO INTO YOUR PARTY, YOU SHOULD HAVE NO PROBLEM DEFEATING THIS SLIME MONSTER! HOWEVER, IF YOU'RE ATTEMPTING IT WITH JUST SLIB, KEEP AN EYE ON HIS HEALTH LEVEL AND USE HERBS TO KEEP HIS HP HIGH!

Because you have three strong monsters in your party, Hale must rely on his ability to heal his wounds.

NOTE

IF HALE PROVES TO BE TOO MUCH FOR YOUR MONSTERS TO HANDLE AND THEY ALL FALL UNCONSCIOUS, YOU WILL BE TRANSPORTED BACK TO THE KING'S CHAMBERS WHERE THE MINISTER WILL HEAL YOUR MONSTERS' WOUNDS SO THAT YOU MAY ATTEMPT AGAIN. HOWEVER, YOU WILL LOSE ALL OF THE ITEMS AND HALF OF THE GOLD THAT YOU HAVE ACCUMULATED.



Slib	Drky	Ante
WHO	H 16	H 10
▶Slib	M 22	M 5
Drky		
Ante		DYES
Hale		NO
Choose a monster back to farm.		

If you defeat Hale, he will accompany you (if you allow it). If you already have three monsters in your party, you'll have to send one back to the Stables.

Back in His Majesty's Chambers

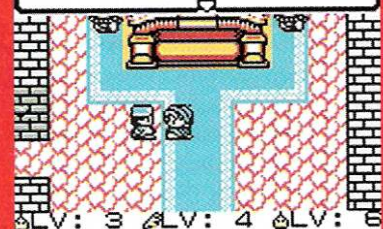
After you defeat Hale, Watabou appears and transports you back to the castle. Even though he is disappointed that Hale does not wish to return as his monster, the King of GreatTree, keeping true to his word, releases Pulio. The King then opens up a portion of GreatTree to you, allowing

you to participate in the Class tournaments held on the level below.

TIP

AFTER COMPLETING A QUEST, SAVE YOUR PROGRESS. YOU DON'T WANT TO HAVE TO REPLAY QUESTS THAT YOU HAVE SUCCESSFULLY COMPLETED.

*:To get to the arena, go straight

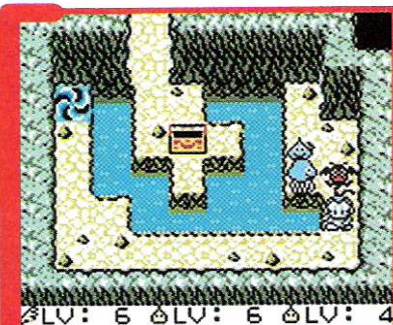


The Minister gives you directions to the Arena, where you can compete against other Monster Masters.

NOTE

ONCE YOU COMPLETE A QUEST, YOU CAN STILL RETURN TO THAT WORLD TO RECRUIT MONSTERS AND GAIN EXPERIENCE THROUGH BATTLES.

When you re-enter a world that you have already successfully completed, the Boss is replaced with a Mystic Hole that allows you to return to GreatTree.



Exploring GreatTree -Part I

Once you've completed the quest in the Beginning Gate, explore the newly opened areas in GreatTree. Talk with everyone that you meet while you explore the village. Many citizens can provide you with important information and clues regarding the Traveler's Gates.



Standing under the flying SkyDragon yields a pleasant surprise!



This girl gives you some important information regarding the Special Floors that are found in all the worlds behind the rest of the Traveler's Gates.



If you sit at this table, you can talk with all of the monsters in your party.

Arena Classes

To open up the remaining quests that you must complete before participating in the Starry Night Tournament, you must complete each of the eight classes (G, F, E, D, C, B, A, and S). Completing each class opens another door in the dungeons, which allows you to enter two more of the Traveler's Gates (S Class opens only a single gate).

To compete in a class, register your party with the girl at the desk to the left outside the Arena. The first class that you can compete in, G, is free, but all of the others will cost you. To win a Class Tournament, you must survive three rounds of battle. These rounds are fought just like the random monster encounters in the Mystic Worlds, with one distinct difference; in a Class Tournament battle, you cannot use Items.

For each Class Tournament that you successfully complete, the King of GreatTree opens another chamber leading to two more Traveler's Gates. In addition, various shops and more of GreatTree become available for you to explore.

G Class Tournament

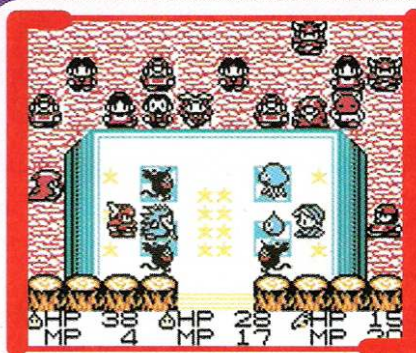
If you don't already have three monsters in your party, go back through the Beginning Gate and recruit more allies. The battles in G Class are relatively easy as long as you have three monsters in your party at an average level of four or higher.

Below is a round-by-round breakdown of the monsters that you'll face in G Class and what to watch for.

TIP

HALE, THE BOSS FROM THE FIRST GATE, IS AN EXCELLENT MONSTER TO HAVE IN YOUR PARTY BECAUSE OF HIS HEALING ABILITIES.

ROUND ONE



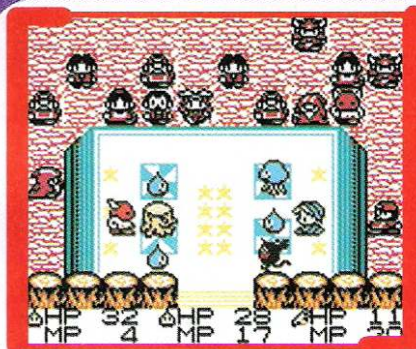
Slib	Hale	Dr f
H 38	H 28	H 15
M 4	M 17	M 20



► FIGHT ITEM
PLAN RUN

These monsters have no special abilities, so you should be able to subdue them easily!

ROUND TWO



Slib	Hale	Dr f
H 32	H 28	H 11
M 4	M 17	M 20



► FIGHT ITEM
PLAN RUN

The Stubsuck can cast Sleep against your monsters, which leaves them defenseless against attacks until they wake up!

ROUND THREE



Slib	Hale	Dr f
H 31	H 24	H 5
M 4	M 17	M 20



► FIGHT ITEM
PLAN RUN

This is the toughest gang of monsters so far. Both the Hork and the Spookys can Lick your monsters, sending shivers down their spines. Additionally, the Hork can poison your monsters, which drains their HP each round of battle!

Once you defeat all three of the Monster Trainers, the Minister congratulates you and leads you back to another audience with the King, whereupon he will unlock the chamber containing the Villager Gate and the Talisman Gate.

After Your Victory

After successfully completing G Class, the following areas (on Level 3) become available to you within GreatTree:



The Library offers many books filled with information that can help you on your quests.



The Vault acts like a bank, where you can deposit and withdraw items and gold that you've acquired.



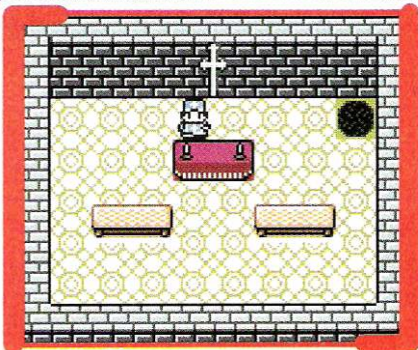
The Bazaar is home to three shops. You can buy a BeastWing from this shop owner. BeastWings allow you to see where a Mystic Hole is on the Map screen when you're in the Mystic Worlds.

The Quests Continue

With each Traveler's Gate that you gain access to, you'll notice that they become deeper, with more powerful and bizarre inhabitants. In addition, a new type of world floor, the Special Floor, becomes available starting with the Villager Gate.

Special Floors

Special Floors can appear as any of the levels within one of the Mystic World quests, but it's quite possible that you might not see them at all. There are eight different types of Special Floors, but the ones that you encounter in the early quests are limited to the Church and Shop types. You can save your game on these floors, too.



The priest within this room has the power to heal all of your monsters and even revive those who have become unconscious!



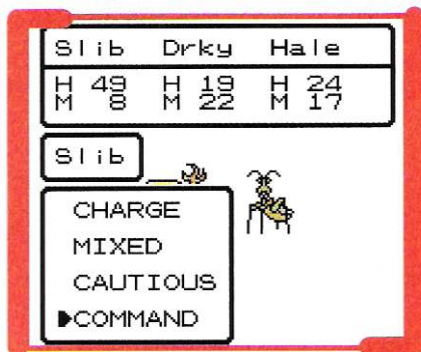
Lucky is the adventurer who stumbles across the Shop in the middle of a quest. Here, you can fill up on supplies and sell any excess items.

TIP

SELLING ITEMS TO THE SHOP-KEEPERS FOUND WITHIN THE MYSTIC WORLD QUESTS NETS YOU MORE MONEY THAN YOU WOULD GET AT THE SHOPS AT THE BAZAAR IN GREAT TREE.

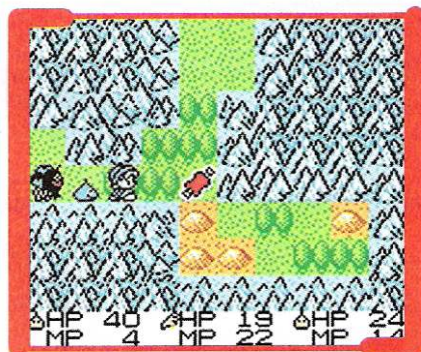
Recruiting Monsters (Advanced Techniques)

As you progress, you'll encounter more varieties and numbers of monsters. To get these monsters to join your party, you'll have to resort to a few tricks. (Not all the monsters are willing to join up). The last monster left after you've battled a group is the only one you can recruit. So, you need to specify the order in which you defeat the enemy monsters so that you leave the one you wish to recruit for last.



Use the Command option to specify how you want your monsters to act. This allows you to defeat those you don't wish to recruit first, leaving the monster you do want to recruit for last.

Once you have defeated all the other monsters, try offering the one you want to recruit treats in the form of meat.



See that piece of meat? Pick it up and use it later as an offering to enemy monsters. If they like it, it increases your chances to recruit them.

TIP

SOME MONSTERS ARE MORE FINICKY THAN OTHERS, SO YOU MAY HAVE TO TOSS THE BETTER CUTS OF MEAT (RIB AND SIRLOIN) TO GET THEM TO LIKE YOU ENOUGH TO JOIN YOUR PARTY.

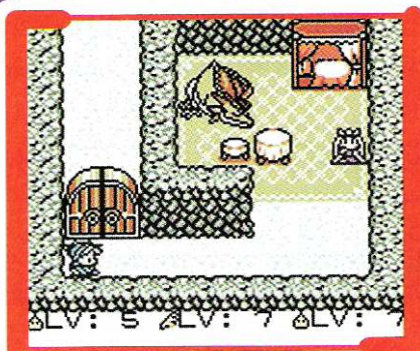
Monsters with Special Skills

After the Beginning Gate, your party encounters a greater variety of monsters who have the ability to use Special Skills. These are abilities that the monsters possess in addition to a claw or bite attack. Some monsters can put yours to sleep, rendering them defenseless from the enemy, while others can poison your beasts, draining their HP with each round. Make sure that you keep a good supply of Herbs to restore their HP as well as Antidotes to remove the poison from their systems.

TIP

IT IS IMPERATIVE THAT YOU CURE YOUR MONSTERS AFTER THEY BECOME POISONED. UNLIKE OTHER GAMES WHERE A STATUS ANOMALY EVENTUALLY WEARS OFF, IN *DRAGON WARRIOR MONSTERS*, NEGATIVE EFFECTS LIKE POISONED AND CURSED CONTINUE TO DRAIN YOUR MONSTERS' HP UNTIL THEY PASS OUT.

Villager Gate



Our group attempts to rescue the princess without waking the dragon.

TIP

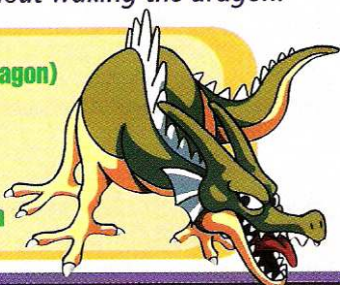
IF YOU HAVE A DRAKY IN YOUR PARTY, YOU'LL HAVE AN EASIER TIME DEFEATING THIS BOSS ONCE THE DRAKY HAS REACHED LEVEL 7 AND LEARNED SLEEP.

Slib	Drky	Hale
H 46	H 24	H 26
M 8	M 23	M 19



Dragon is sent to sleep!

Boss: Dran (Dragon)
HP: 90
MP: 60
Skills: FireAir, FireSlash



Although Dran's HP aren't much higher than that of Hale, the Boss of the Beginning Gate, he commands a much higher level of MP and is able to call down FireAir, which affects all the monsters in your group.

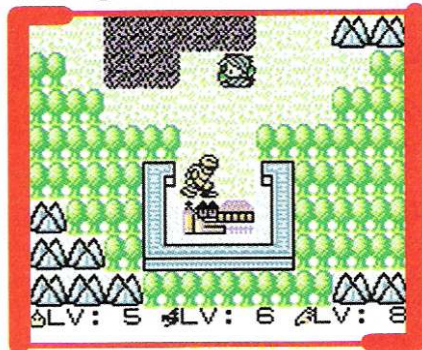
A good strategy is to initially set all of your monsters on Charge using the Command option and then use Herbs to keep the individual members of your party healthy.

After defeating Dran, accept him into your party. This gives you a monster that can attack all the members of an enemy group.

With Dran in your party, you should be able to traverse the third gate down to its bottom. Just remember to fully explore each level and pick up all the items you find.

Talisman Gate

While the Golem does quite a large amount of damage with a normal attack, it's his ChargeUp attack that you need to really watch out for. It takes a round to charge before it's unleashed though, so you may be able to avoid its wrath.



The Golem stands guard over his village.

Slib	Dran	Drky
H 54	H 39	H 24
M 8	M 15	M 27



Dran throws FireSlash!

Boss: Golem (Material)
HP: 100
MP: 20
Skills: ChargeUp, PsycheUp, StrongD



Once you successfully vanquish the Golem, Watabou appears and informs your party that the village is not a real village, but rather a figment of the Golem's imagination.

Dran's FireSlash Special Skill is a concentrated attack that inflicts a good deal of damage.

GreatTree (Reprise)

TIP

AFTER RETURNING TO GREAT-TREE, CONSIDER WHAT MONSTERS YOU WANT IN YOUR PARTY BEFORE COMPETING IN THE F CLASS TOURNAMENT.

After you win the F Class Tournament, the remaining levels of GreatTree will become available for you to explore. Areas on these levels include the Well (where the third round Monster Master from the F Class Tournament resides) and the Home of the Egg Evaluator (who can evaluate an egg and change the gender of the monster in an unhatched egg).

F Class Tournament

Here is the round-by-round inside scoop on the monsters that you'll face in the F Class Tournament.

ROUND ONE



GoIm	Hale	Dran
H 78 M 17	H 36 M 31	H 57 M 21

▶FIGHT ITEM
PLAN RUN

These SpotSlimes possess the following Special Skills: CallHelp, Imitate, and LushLicks. CallHelp is probably the most powerful of their skills—it calls down up to three attacks from unseen assailants.

ROUND TWO



GoIm	Hale	Dran
H 63 M 17	H 36 M 31	H 42 M 18

▶FIGHT ITEM
PLAN RUN

The MudDolls that this Monster Master has trained attempt to guile your monsters with OddDance or SideStep, while the Almiraj has a full complement of Special Skills, including Sleep, Ramming, and ChargeUp.

ROUND THREE



GoIm	Hale	Dran
H 67 M 6	H 29 M 27	H 51 M 13

▶FIGHT ITEM
PLAN RUN

Each of the beasts that this Monster Master commands has learned two abilities that you'll have to guard against. The Putrepup has Zap and Slow, while the MadRaven can perform HighJump to avoid some attacks or TailWind to turn them against the monster who attacked. Finally the Skullroo can perform ChargeUp and the dreaded PaniDance, which leaves the affected monsters confused.

The Importance of Breeding

Breeding monsters is the most important part of *Dragon Warrior Monsters*! You won't make it to the Starry Night Tournament unless you mate your monsters and create stronger ones. When you mate two monsters, the offspring that results receives the strengths and skills of the parents. With careful planning you can create specialized versions of monsters that easily surpass any of the other monsters in the world.

Choosing the Right Combination

To breed monsters, head down to the Shrine of Starry Night at the base of GreatTree. This area opens up once you've cleared Class F in the Arena. To mate, monsters must both be Level 10 or higher and one must be male and the other female. You cannot mate two males or two females. Keep an eye on the genders of your eggs and the monsters you recruit. There's nothing worse than mating sets of monsters to breed a certain monster only to find that the parents you've worked so hard for are both the same gender.

Once in the Shrine of Starry Night, head to the back room and speak to the gray-cloaked Master Monster Tamer. He can perform one of two services: Breeding and Hatching. When you mate two monsters, they spend the night in the Shrine and head back to the wild once an egg has been laid. The Master Monster Tamer then collects the egg and presents it to you. Hatching the egg costs you money (the fee depends on the "+ Level" of the monster inside).

To breed two monsters, first set the pedigree of the monster. The first monster chosen sets the child's pedigree and dictates which family the monster will belong to. For example if you want to mate a Slime and a Dracky, choose the Slime first to create a WingSlime (which is a member of the Slime Family). If you choose the Dracky first, you'll create a Picky (Bird Family).

Before the Master Tamer completes the mating, he first predicts the species of monster that will result. If his prediction pleases you, confirm the mating and it will take place. If you don't like the predicted result, cancel out of the transaction by pressing **®** or selecting "NO." Once a breeding has started you cannot cancel it. The game is programmed to auto-save the game at the point the new monster is created, so pay attention and don't press the wrong button out of haste!

There are two main ways to mate monsters: by family or by specific monster.

TIP

WHEN CHOOSING THE MONSTERS YOU WANT TO MATE, BE SURE TO TAKE FULL ADVANTAGE OF THE INFO OPTION. THIS WORKS MUCH LIKE THE INFO OPTION ON THE MAIN MENU SCREEN, ALLOWING YOU TO SCROLL THROUGH THE MONSTERS' STAT SCREENS AND YOUR LIST OF MONSTERS THEMSELVES.

BREEDING BY FAMILY

Breeding by family occurs when you mate a member of a specific family with another member of another family. Recipes for this type of breeding are written as follows:

$X \text{ Family} \times Y \text{ Family} = Z \text{ Monster}$

At the beginning of the game, you'll do most of your breeding at this level. Monsters like the Dracky, Anteater, etc., do not have any specific breeding recipes (see the Recipes section) associated with them. The following table shows the monsters that are created when you breed by family.

CAUTION

WHEN BREEDING MONSTERS BY FAMILY, TAKE CARE NOT TO USE MONSTERS THAT MAY BE USED IN A SPECIFIC MONSTER RECIPE. BE SURE TO CHECK OUT THE RECIPES LATER IN THIS GUIDE TO SEE IF YOUR CHOICES MIGHT CONFLICT!

BASIC BREEDING BY FAMILY

MATE

	SLIME FAMILY	DRAGON FAMILY	BEAST FAMILY	BIRD FAMILY	PLANT FAMILY	BUG FAMILY	DEVIL FAMILY	ZOMBIE FAMILY	MATERIAL FAMILY	???
SLIME FAMILY	—	DrakSlime	SpotSlime	WingSlime	TreeSlime	Snaily	SlimeNite	Babble	BoxSlime	KingSlime
DRAGON FAMILY	DragonKid	—	Tortragon	Pteranod	Gasgon	FairyDrak	LizardMan	PoisonGon	Swordgon	Orochi
BEAST FAMILY	Tonguella	Almiraj	—	CatFly	PillowRat	Saccer	Grizzly	Skullroo	WindBeast	DarkHorn
BIRD FAMILY	Picky	Wyvern	BullBird	—	FloraJay	DuckKite	MadPecker	MadRaven	MistyWing	ZapBird
PLANT FAMILY	MadPlant	FireWeed	FloraMan	WingTree	—	CactiBall	Gulpple	Toadstool	AmberWeed	Rosevine
BUG FAMILY	GiantSlug	Catapila	Gophecada	Butterfly	WeedBug	—	GiantWorm	Lipsy	StagBug	Digster
DEVIL FAMILY	Pixy	MedusaEye	Gremlin	Demonite	DarkEye	EyeBall	—	SkulRider	EvilBeast	ArcDemon
ZOMBIE FAMILY	Spooky	MadSpirit	Putrepup	RotRaven	Mummy	DarkCrab	DeadNite	—	Shadow	WhiteKing
MATERIAL FAMILY	JewelBag	EvilWand	MadCandle	CoilBird	Facer	SpikyBoy	MadMirror	RogueNite	—	Balzak

BREEDING BY SPECIFIC MONSTERS

Breeding by specific monsters occurs when you mate particular monsters. Recipes for this type of breeding are written as follows:

X Monster x Y Monster = Z Monster

X Monster x Y Family = Z Monster

X Family x Y Monster = Z Monster

The more powerful monsters in the game are created by mating specific monsters. For example, to create a Divinegon, the most powerful Dragon, you need to mate a SkyDragon with an Orochi. Sometimes, you need to mate a specific monster with any member of a specific family of monsters. For example, to create a MadGoose you need to breed a Phoenix with any member of the Dragon Family.

STRENGTHENING A SPECIFIC MONSTER THROUGH BREEDING

When you mate a monster with another monster from the same family (X Monster x Same Family = X Monster), you end up with a stronger version of the same monster. This is a great way to strengthen favorite monsters!

Eggs and the Egg Evaluator

Once the Breeding portion of the Master Tamer's job is finished, you are left with an egg. The Tamer can tell you what kind of monster is in the egg, but he doesn't know the monster's gender. To discover this crucial information, visit the Egg Evaluator. The Egg Evaluator really likes Terry, but that doesn't prevent her from charging for her services. You can have her perform an evaluation of the egg or a blessing. The evaluation tells you the gender while a blessing changes that gender. If you are trying to breed a monster to use as a parent for another, make sure to check the gender and change it if necessary!

+ Levels

When you mate two monsters, the resulting offspring is assigned a "+ Level" based on the parents' + Levels and/or their experience levels. The higher the + Level, the more powerful the monster will be when it is hatched. Raising the + Level of a monster is easy if you keep breeding monsters over and over again!

These + Levels also play an important role when breeding monsters. If you breed two Slimes with combined + Levels of +5 or higher, you'll get a KingSlime instead of a higher level Slime. Whenever you see a note such as (+5 or higher) in a monster recipe, it means that the + Levels of the parents must be equal to or higher than that level to create the resulting monster.

When breeding monsters who have not been assigned a + Level (those acquired from a Foreign Master or caught in the wild), it is a good idea to raise them until they reach their maximum level (ask the Trumpeter who



appears in the Monster Farm after the first earthquake). Not only will these monsters pass along their great stats, but the higher their experience level, the larger the + Level they contribute to the offspring.

+ LEVEL RATINGS BY EXPERIENCE LEVELS

Total Experience Level (Male's Level) + (Female's Level)	+ Level
20-39	+1
40-59	+2
60-75	+3
76-99	+4
100+	+5

NOTE

A MONSTER WHO'S REACHED ITS MAXIMUM LEVEL HAS A STAR ICON NEXT TO ITS EXPERIENCE LEVEL.

The Skill Equation

Special Skills, next to overall stats, are a prime consideration when breeding monsters. A monster captured in the wild can only learn up to three skills, but a monster bred in the Shrine inherits the skills learned by its parents and grandparents and, as a result, can learn up to eight skills. When choosing to mate two monsters (and this is especially important for a monster destined for your battle party), take their current and future skills into consideration.

There are three major types of skills in the game: Growth skills, Learned skills, and Regular skills. Growth skills evolve and strengthen as your monster does. For example, the spell Blaze grows into Blazemore and finally Blazemost once your monster meets the requirements. The Special Skills table later in the guide shows which skills grow into others.

Learned skills are those that are learned once your monster has acquired the required skills. For example, a monster can learn GigaSlash once it knows FireSlash, BoltSlash, VacuSlash, and IceSlash. Finally, Regular skills are, well, regular skills.

When mating monsters, make sure that the monsters in question have already learned their best skills so that they are passed on to their offspring. A child cannot learn skills that its parents and grandparents never learned. The downside to inheriting Special Skills is that your new monster can only know eight skills at a given time, so you'll have to decide which skills you want it to keep and which it can forget.

Keeping track of a monster's skill lineage is also important if you want to take advantage of Learned skills. With at least nine skills to choose from (more if the monster created has grandparents), a careful breeder should find it easy to manipulate lesser skills so that the monster can learn some of the more powerful ones that it wouldn't have normally. Part of breeding the ultimate monster is making sure that it has the ultimate skills as well.

The following table lists the most popular and powerful skills in the game. Keep these in mind when breeding your best monsters!

THE TOP SPECIAL SKILLS

Skill Name	Monsters Who Can Learn It
BazooCall	DeadNoble, DeathMore, GoldGolem, Hargon, WhipBird
BigBang	DeathMore, DeathMore (FF), Divinegon, GoldGolem, GoldSlime, Zoma
DeMagic	DeathMore (FF), Mirudraas (T), Zoma
EvilSlash	Armorpion, BattleRex, Coatol, Gigantes, HammerMan, LizardMan, MadDragon, Mummy, RogueNite
Focus	Akubar, DeathMore (FF), HerbMan, Servant
GigaSlash	Esterk, LizardMan, MadKnight
HealAll	BigEye, DeadNite, Eyeder, Gremlin, Healer, KingSlime, Mudron, RogueNite, SlimeNite, TreeBoy, Unicorn, Wyvern
HealUsAll	DeadNoble, Healer, Lionex, MadCondor
Hellblast	Baramos, DeathMore, MetalKing, Pizzaro, Sidoh, ZapBird
LifeSong	Facer, Florajay
LureDance	DanceVegi, MadDragon, MadGoose, Mommonja
Meditate	BombCrag, ChopClown, Divinegon, DracoLord, HornBeet, StoneMan
MegaMagic	RainHawk, Slime
QuadHits	Esterk, Jamirus, KingLeo, Orochi, Pizzaro, Roboster, Rosevine, Skeletor
Revive	Andreal, Centasaur, Goategon, KingSlime, Mudron, Orc, SkyDragon, TreeBoy, Unicorn
StopSpell	CatFly, Centasaur, Crestpent, DarkHorn, FaceTree, Gremlin, JewelBag, Snapper
StrongD	Digster, Golem, IceMan, IronTurt, RainHawk, RockSlime
Surge	DracoLord (D), GoldGolem, GoldSlime, RainHawk
ThickFog	Balzak, Catapila, Copycat, Droll, GateGuard, MadSpirit, Shadow, Spikerous, WhipBird
TwinHits	AmberWeed, ArmorPede, BeanMan, ChopClown, CurseLamp, Pixy, StubBird
UltraDown	DeathMore (T), Rosevine
YellHelp	ArmyAnt, ArmyCrab, Butterfly, Dragon, FangSlime, Gasgon, GoHopper, Goopi, Gophecada, Metabble, MiniDrak, Mummy, Phoenix, PillowRat, Snaily, Snapper, SpotKing, SpotSlime, WildApe



Personality and the Link Cable

Mating your monsters with your friends' monsters is an easy and fast way to create new and powerful monsters. All you have to do is hook up your GameBoys with a Game Link cable. When the Start Menu appears, choose BREEDING at roughly the same time. If you're successful, the Breeding screen will appear and you can choose which monster to mate with your friend's.

When choosing a monster to mate with, keep in mind that the monster you choose will set the pedigree of the monster you receive. The same goes for your friend. When breeding over a link cable, two eggs are created. One contains the result of the formula "Your Monster x Your Friend's Monster" and the other contains the result of the formula "Your Friend's Monster x Your Monster." For example, if you breed a Blizzardy with a friend's Phoenix, you will end up with a RainHawk (Blizzardy x Phoenix = RainHawk) while your friend will acquire a stronger Phoenix (X Monster x Same Family = X Monster).

The other thing to keep in mind (especially if you have specific results in mind) are the personalities of the monsters you want to mate. If the personalities of your monster and your friend's clash, you can't mate them. The only choice you have is to use BK items (CheaterBK, QuestBK, etc.) to adjust your monsters' personalities. Use the chart below to determine ahead of time if the mating is going to be a match. Good luck!

PERSONALITY COMPATIBILITIES

	Hotblood	Daring	Daredevil	Lone Wolf	Vain	EZ Going	Smug	Snobby	Reckless	Cool/Calm	Whimsy	Nosy	Whiz Kid	Ordinary	Hasty	Stubborn	Rebel	Spoiled	Humane	Uncertain	Careless	Shrewd	Carefree	Gullible	Sly	Coward	Lazy
Hotblood	O	O	O	O	X	O	X	X	O	O	O	O	O	O	O	O	X	X	O	X	O	O	O	O	X	X	X
Daring	O	O	O	O	O	O	O	X	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	X	X
Daredevil	O	O	O	O	O	O	O	X	O	O	O	X	O	X	O	O	O	O	O	O	O	O	O	O	O	X	X
Lone Wolf	O	O	O	X	X	X	X	X	O	O	O	X	O	X	X	O	X	X	O	X	X	O	X	O	O	X	X
Vain	X	O	O	X	X	O	O	X	X	X	O	O	O	X	X	X	X	X	O	O	X	O	O	O	O	O	X
EZ Going	O	O	O	X	O	O	O	O	O	X	O	O	O	O	O	X	X	O	O	O	O	O	O	O	O	O	X
Smug	X	O	O	X	O	O	X	X	X	X	O	O	O	X	X	X	X	X	O	O	X	O	O	O	O	O	X
Snobby	X	X	X	X	X	O	X	X	X	X	O	O	O	X	X	X	X	X	O	O	X	O	O	O	O	O	X
Reckless	O	O	O	O	X	O	X	X	O	O	O	O	O	X	O	O	X	X	O	X	O	O	O	O	O	X	X
Cool/Calm	O	O	O	O	X	X	X	X	O	O	X	X	O	O	X	X	X	O	O	X	O	O	O	X	X	O	X
Whimsy	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	X
Nosy	O	O	X	X	O	O	O	O	O	X	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	X
Whiz Kid	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	X	O	X
Ordinary	O	O	X	X	X	O	X	X	X	O	X	O	O	O	O	X	X	X	O	O	O	O	O	O	O	X	X
Hasty	O	O	O	X	X	O	X	X	O	X	O	O	O	O	O	X	X	X	O	X	X	O	X	O	O	X	X
Stubborn	O	O	O	O	X	X	X	X	O	X	X	O	O	X	X	X	X	X	O	X	X	O	O	O	O	X	X
Rebel	X	O	O	X	X	X	X	X	X	X	O	O	O	X	X	X	X	X	O	X	O	O	O	O	O	O	X
Spoiled	X	O	O	X	X	O	X	X	X	O	O	O	O	X	X	X	X	X	O	X	X	O	X	X	O	X	X
Humane	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O
Uncertain	X	O	O	X	O	O	O	O	X	X	O	O	O	O	X	X	X	X	O	O	O	O	O	O	O	O	X
Careless	O	O	O	X	X	O	X	X	O	O	O	O	O	O	X	X	O	X	O	O	O	O	O	O	O	O	O
Shrewd	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	X
Carefree	O	O	O	X	O	O	O	O	O	O	O	O	O	O	X	O	O	X	O	O	O	O	O	O	O	O	O
Gullible	O	O	O	O	O	O	O	O	O	X	O	O	X	O	O	O	O	X	O	O	O	O	O	O	O	O	O
Sly	X	O	O	O	O	O	O	O	O	X	O	O	O	O	O	O	O	O	O	O	O	O	O	O	X	O	X
Coward	X	X	X	X	O	O	O	O	X	O	O	O	O	X	X	X	O	X	O	O	O	O	O	O	O	O	X
Lazy	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	O	X	O	X	O	X	X	X	X

O = Compatible X = Incompatible

Some Monster Ratings

It's easier to breed monsters if you have some goals in mind. A good time to make your breeding plans is before you attack the Anger Gate. Choose a few monsters that you'd like to take with you to the Starry Night Tournament and start laying the ground work now. You'll find that the more powerful monsters require at least one generation of breeding before you acquire them (the most powerful monsters in the game will have to wait until after you've won the Starry Night Tournament).

The other thing to keep in mind is that the stronger the monster, the more experience it needs to level up. Having an A+ monster like the Divinegon in your party only works if it is strong enough to actually contribute in battle. You may find that the extra time it takes to level up to that point is time wasted when an A- or B-ranked monster may do just as well.

To help you sort out which monsters rank the best, we've put together the following lists. Super-monsters are ones that you will only be able to breed near the end of the game, long after the glory of the Starry Night Tournament has faded. A+ monsters are powerful monsters that take a while to breed (involving two or more generations) and even longer to level up. These are great for the post-Starry Night Tournament stage of the game as well. Try to populate your party with A- and B-ranked monsters before the Starry Night Tournament takes place. Most of these are easily found behind the Traveler's Gates or can be bred in a generation or so.

SUPER-MONSTERS

Monster Name	Family
Darkdrium	???
Zoma	???
DeathMore (Final Form)	???
DracoLord (Dragon)	???
Watabou	Plant
Sidoh	???
Pizzaro	???
Mirudraas (Transformed)	???

A+ MONSTERS

Monster Name	Family	Monster Name	Family
Armorpion	Bug	GoldSlime	Slime
Baramos	???	Hargon	???
DarkHorn	Beast	KingLeo	Beast
DeathMore	???	Metabble	Slime
DeathMore (Transformed)	???	Metaly	Slime
Divinegon	Dragon	Mirudraas	???
DracoLord	???	Mudou	???
Esterk	???	RainHawk	Bird
GoldGolem	Material	SpotKing	Slime

A-RANKED MONSTERS

Monster Name	Family
Akubar	Devil
Durran	Devil
FangSlime	Slime
FunkyBird	Bird
GoatHorn	Devil
GreatDrak	Dragon
KingSlime	Slime
Orochi	Dragon
Rosevine	Plant
Servant	Zombie
SkyDragon	Dragon
SlimeBorg	Slime
Unicorn	Beast
WhiteKing	Zombie

B-RANKED MONSTERS

Monster Name	Family	Monster Name	Family
ArmyCrab	Bug	LandOwl	Bird
Babble	Slime	MadCat	Beast
BattleRex	Dragon	MadGoose	Bird
BigEye	Beast	MadKnight	Devil
Blizzardy	Bird	MadSpirit	Zombie
BoxSlime	Slime	Mommonja	Beast
Centasaur	Devil	Phoenix	Bird
Coatol	Dragon	Reaper	Zombie
DeadNoble	Zombie	RockSlime	Slime
DrakSlime	Slime	SkulRider	Devil
Droll	Bug	Slabbit	Slime
FaceTree	Plant	SlimeNite	Slime
GateGuard	Devil	Snaily	Slime
GiantMoth	Bug	Snapper	Plant
Healer	Slime	Spooky	Zombie
HerbMan	Plant	TreeSlime	Slime
HornBeet	Bug	Trumpeter	Beast
Jamirus	Devil	WhipBird	Bird



Breeding Opportunities in GreatTree

During the first part of the game, you'll find some excellent opportunities to mate your monsters to other characters. However, you will rarely be given a second chance if you choose to decline.

MATING OPPORTUNITIES

Monster	Owner	Requirements
CatFly	Fighter	After E Class/Before clearing the Anger Gate
IceMan	Teto	After E Class/Before clearing the Anger Gate
LizardMan	Mick	After E Class/Before D Class
DeadNite	Mick	After D Class/Before clearing the Anger Gate
Eyder	Teto	After C Class/Before A Class
Rayburn	May	After clearing the Anger Gate/Before A Class
FangSlime	MedalMan	After clearing the Anger Gate/Before S Class
Yeti	Teto	After A Class/Before clearing the Reflection Gate
Metaly	Medal Man	After S Class/Before the Starry Night Tournament
Skeletor	Milayou	After clearing the Starry Night Tournament

NOTE

ALL OF THESE CHARACTERS ARE FOUND IN THE ARENA. THE FIGHTER AND MAY BOTH APPEAR IN THE RESTAURANT

IN THE BACK, AND MICK, THE MEDAL MAN, AND MILAYOU ARE FOUND IN THE QUEEN'S ROOM (DEFEAT THE GOOPI IN THE ARENA AND A STAIRCASE APPEARS). TETO IS THE WARRIOR FOUND TO THE RIGHT OF THE ARENA'S RECEPTION AREA.

FREE MONSTERS

Every once in a while you'll be the recipient of a "free" monster. These are monsters given to you as gifts or ones that join you of their own volition.

Monster	Location	Requirements
SkyDragon	Monster Farm	Grab the dropped egg from the flying SkyDragon before clearing C Class.
StoneMan	Arena Restaurant	Talk to May after clearing A Class.
Slime (Slio)	Monster Farm	Talk to him after clearing S Class.
Watabou	Monster Farm/Stable	He joins you after you've defeated all of the Gate Bosses.

GIFTS FROM THE MEDAL MAN

The opening of the Medal Gate isn't the only thing you get when you bring the Medal Man TinyMedals. The Medal Man also doles out monster eggs when you bring him the requested number of medals. Here's the list!

MEDAL MAN'S REWARDS

Number of Medals	Prize
13 Medals	ZapBird
18 Medals	Trumpeter
25 Medals	Spikerous
30 Medals	Metabble

Advanced Techniques

The following sections offer advanced techniques and information about some of the more subtle points of the game. We hope that they will advance your knowledge and understanding of the game.

Recruiting Monsters

Whenever you enter a battle in the Mystic World you have an opportunity to recruit new monsters into your little army. Recruiting happens in one of two ways. Sometimes, a monster will spontaneously decide to join your party after the battle is won. This is a rare occurrence once you've cleared the Beginning Gate, but it's delightful nonetheless.



The second way requires planning on your part. Feeding the enemy monsters pieces of meat makes them begin to like you. If you feed the enemy enough meat, the last one defeated may decide to join your group. The amount of meat varies depending upon the level of the monsters and the level of the Gate. The monsters in the early Gates may require only a couple of pieces of BeefJerky or a PorkChop to lure them into your camp, while those encountered later on will definitely demand choice hunks of Rib or Sirloin.

The other thing you need to do is decide which monster you want to recruit. Only the last monster to be defeated is eligible for recruitment. If you are facing a single monster, a group of the same monster, or monsters that are "new-to-you," this restriction doesn't pose a problem. However, if you are aiming for a certain monster, you may find yourself out of luck. The monsters in your party are programmed to attack the strongest enemy first. If that enemy is the monster you want to recruit, consider manually controlling your monsters until the others are knocked out. Then, in what will probably be the final round, toss the enemy monster a big piece of meat and hope that this will persuade it to join you.

Alternately, here's a helpful procedure that will definitely get you the monster(s) you want. This is especially good for recruiting monsters owned by Foreign Masters.

1. Go to the shops in the Bazaar and buy Bookmarks, ShinyHarps, Sirloin, etc.
2. Enter the Gate that features the monster(s) that you want. Make sure that you bring along a monster that can cast Ironize.
3. Save your progress on the appropriate floor with a Bookmark.
4. Summon monsters to you with a ShinyHarp.
5. Defeat all of the monsters EXCEPT the one you want to recruit.
6. Cast Ironize on your party (this skill turns your party into inert lumps of iron, preventing them from both receiving and giving damage) and feed the monster pieces of meat (type depends upon level of monster) until the spell wears off.

Foreign Masters

As you explore the Mystic World you run into Foreign Monster Masters dying to challenge you to a battle. These masters possess rare monsters (some of which you can only obtain through them!) with Special Skills that the monsters' wild counterparts are unlikely to have.

When you defeat one of these Foreign Masters, you gain rewards. The rewards you win depend upon the type of Foreign Master you've defeated.

FOREIGN MASTERS



Warrior (Male and Female)

Conditions of Appearance: None
Rewards: Receive one item, usually a WarpWing.



Shopkeeper

Conditions of Appearance: Don't pick up any of the items on a floor.
Rewards: Usually gives you meat items until your inventory is full.



Minister

Conditions of Appearance: Pick up all of the items on the floor.
Rewards: Heals your monsters back to full health (even if knocked out).



Bard

Conditions of Appearance: Who knows?
Rewards: Gives you a special potion that raises a random stat of each of your monsters!



Wizard

Conditions of Appearance: Floors of 16+ tiles.
Rewards: Transports you down 20 floors (or to the floor before the Boss floor, if the gate consists of fewer than 20 floors).

You'll learn early on in the game that the monsters these Foreign Masters possess are not bound to them like yours are. This means that you can seduce them over to your army if you possess enough time and meat. It usually takes two or more pieces of Sirloin to make one of these monsters jump ship, but the time and money is well spent. Some of the monsters these Foreign Masters own can only be acquired in this way, while others possess skills and spells that would take a long time for you to breed into a monster of your own.



In the Ultimate Monster charts in the monster compendium section (one for each monster!), you'll find many monsters marked with a Blue Dot. These dots indicate that you need to capture the monster from a Foreign Master. The levels associated with the Blue Dot indicate the combined total of your party's experience levels needed for the monster in question to appear when you battle Foreign Masters. For example, a monster marked with ● (LV 139+) shows up in Foreign Master battles once your party's combined levels equal 139 or higher. Monsters are given these designations to ensure that they have the specific skills and stats needed to create an ultimate monster.

NOTE

THE MONSTERS YOU FACE IN FOREIGN MASTER BATTLES VARIES BASED ON YOUR PARTY'S TOTAL EXPERIENCE LEVEL. THE HIGHER THE TOTAL LEVEL, THE STRONGER AND RARER THE MONSTERS THAT APPEAR. YOU'LL ALSO FIND THAT THE SKILLS A FOREIGN MASTER'S MONSTERS POSSESS CHANGE DEPENDING UPON THAT TOTAL LEVEL. HENCE THE LEVEL REQUIREMENTS IN THE ULTIMATE MONSTER CHARTS IN THE MONSTER COMPENDIUM.

Personalities and Battle Strategy

Every monster in the game is assigned one of 27 personalities. These personalities range in order from best to worst, starting at Hotblood and ending with Lazy (see table). As with humans, a monster's personality indicates how it will act.

Your monster's personality plays a large role in how well it performs in battle—especially when you are not able to command it yourself. As you progress through the game, other Monster Masters will warn you about setting battle strategies that are incompatible with your monster's personality. What they are trying to tell you is that if your strategy is not compatible with your monster's personality, the monster will not make the correct choices in battle. For example, setting a Daring monster's battle strategy to CAUTIOUS in the hope that it will heal its companions during a fierce battle is often a losing situation. The Daring monster is more attuned to choosing attack skills than healing ones, and will make the wrong choice almost every time. Conversely, setting a Humane monster's battle strategy to CHARGE is also a wrong move, because it is more suited for choosing the right support or healing skills than attack skills.

It is possible to change your monsters' personalities, though. The cheapest way is through perseverance. As you explore the Mystic World, set the offending monster's battle strategy to the one that most fits the personality you'd prefer. Setting the monster's strategy to CHARGE increases its ability to choose the correct attack skills. Setting it to MIXED increases the monster's intelligence, allowing it to choose between attack and support skills more easily. Finally, CAUTIOUS increases your monster's ability to use recovery and resurrection skills when needed. This method works extremely well when the monster is young (especially through levels 1–10) and less so as it ages.

The other alternative is to use BK items on your monster. Although expensive at 5,000G a Book, this method works instantly to improve or worsen its personality. The QuestBK increases your monster's compatibility with the CHARGE command while SmartBK works with the MIXED setting and BeNiceBK with CAUTIOUS. Using all three of them together can raise your monster to the best personality on the list, Hotblood.

Remember, when you enter the Arena and participate in a Class Tournament, you cannot manually command your monsters.

Making sure that their personalities are compatible with the strategic roles you assign them in battle is the only way to guarantee that they will react appropriately and choose the best skills and spells for the situation. Sending monsters into a Class Tournament with strategic commands that are counter to their natures is almost as foolhardy as sending monsters who are not powerful enough!

COMPATIBILITY

BETWEEN PERSONALITY AND BATTLE STRATEGY

Personality	CHARGE	MIXED	CAUTIOUS
Hotblood	●	●	●
Daring	●	▲	●
Daredevil	●	X	●
Lone Wolf	●	●	▲
Vain	●	▲	▲
EZ Going	●	X	▲
Smug	●	●	X
Snobby	●	▲	X
Reckless	●	X	X
Cool/Calm	▲	●	●
Whimsy	▲	▲	●
Nosy	▲	X	●
Whiz Kid	▲	●	▲
Ordinary	▲	▲	▲
Hasty	▲	X	▲
Stubborn	▲	●	X
Rebel	▲	▲	X
Spoiled	▲	X	X
Humane	X	●	●
Uncertain	X	▲	●
Careless	X	X	●
Shrewd	X	●	▲
Carefree	X	▲	▲
Gullible	X	X	▲
Sly	X	●	X
Coward	X	▲	X
Lazy	X	X	X

● = Chooses own strategy well

▲ = Chooses own strategy somewhat poorly

X = Shows very poor judgment when choosing own strategy

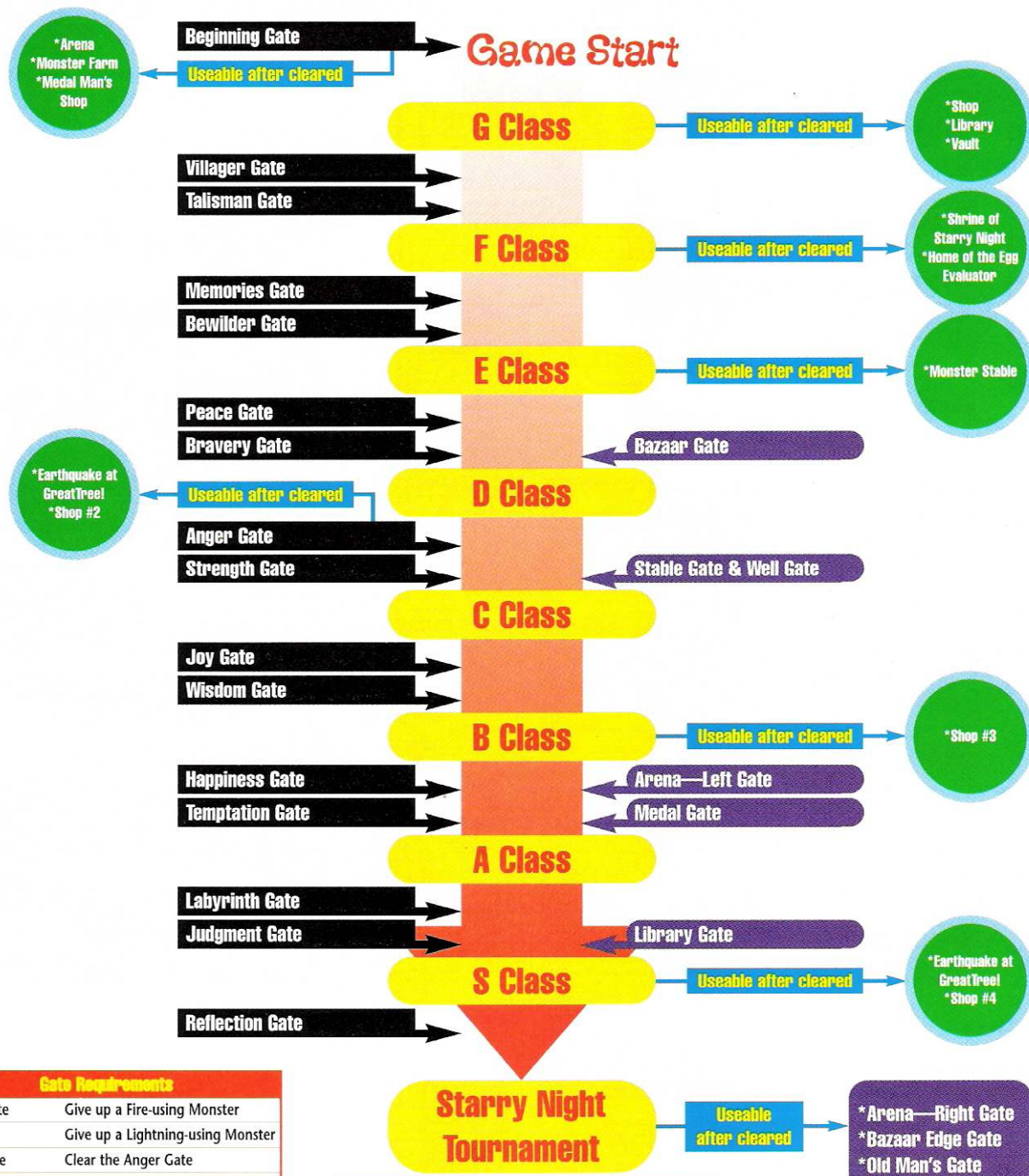
TIP

DEPENDING UPON HOW FAR YOU'VE PROGRESSED THROUGH THE GAME, YOU'LL FIND THAT THE MONSTERS YOU'VE BRED HAVE A TENDENCY TO LEVEL UP MUCH QUICKER THAN THE ONES YOU STARTED TO RAISE AT THE VERY BEGINNING OF THE GAME. AS A RESULT, YOU'LL HAVE A MORE DIFFICULT TIME CHANGING THEIR PERSONALITIES THROUGH PRACTICE ALONE. IF YOU BREED A MONSTER THAT ENDS UP HAVING A LAZY DISPOSITION, CONSIDER TAKING IT THROUGH SOME OF THE LOWER LEVEL GATES SO THAT IT LEVELS UP GRADUALLY, ALLOWING YOU TO FORCE A CHANGE IN ITS PERSONALITY BEFORE IT GETS TOO OLD.



Flowchart of the Game

If a picture is worth a thousand words, then this flowchart should break the bank! It shows the progression of events from the Beginning Gate to the Starry Night Tournament and beyond! The information that follows the flowchart should fill in any gaps.



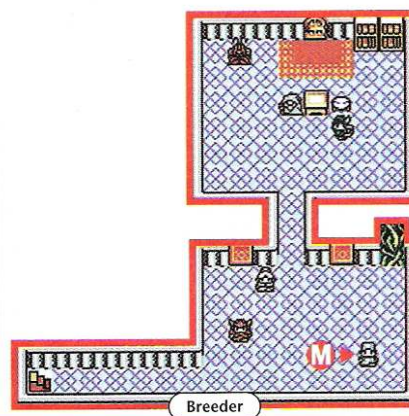
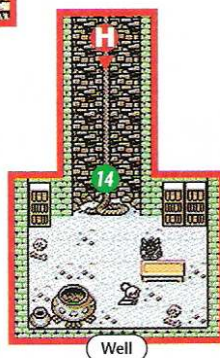
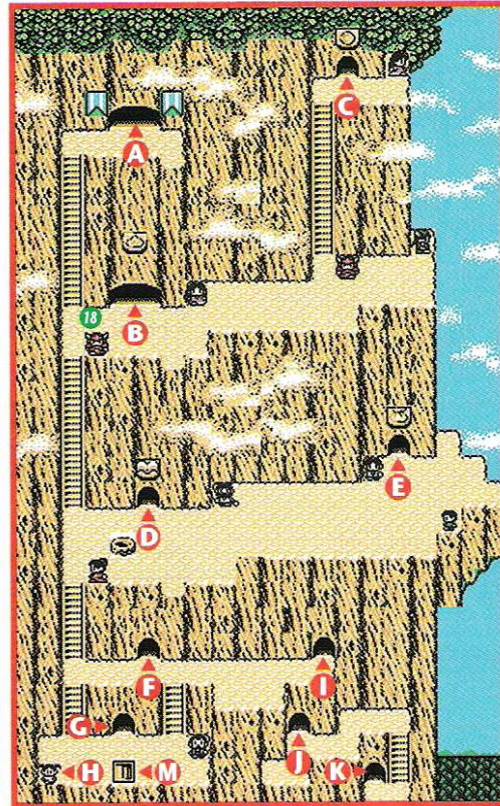
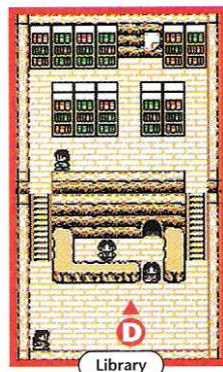
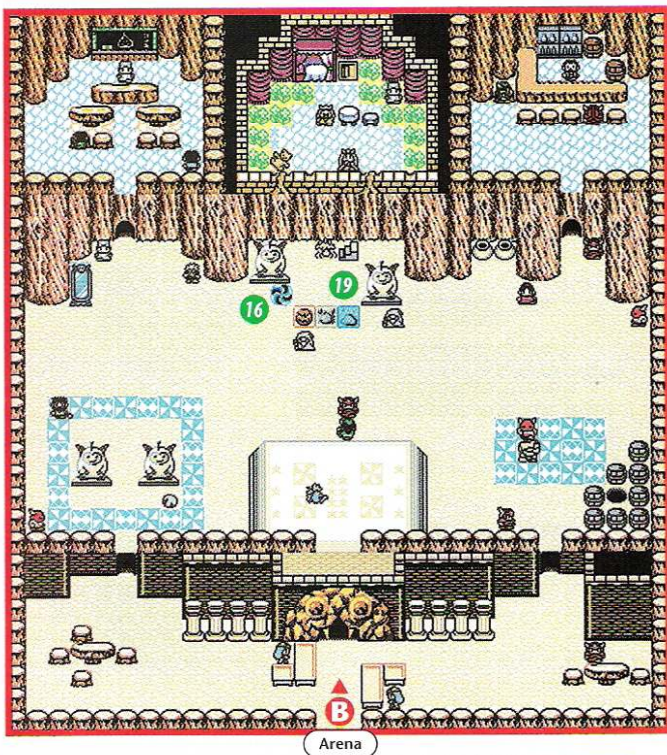
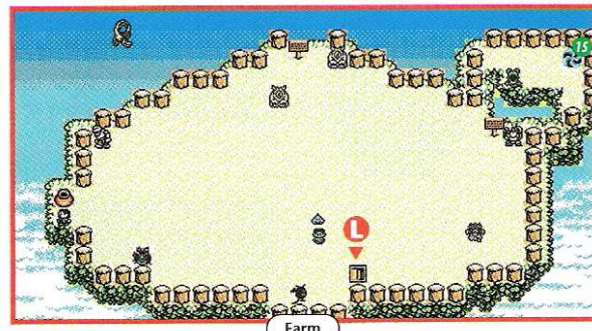
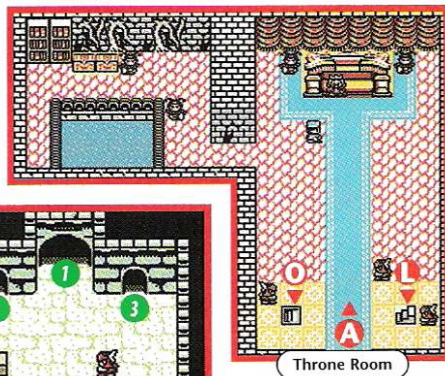
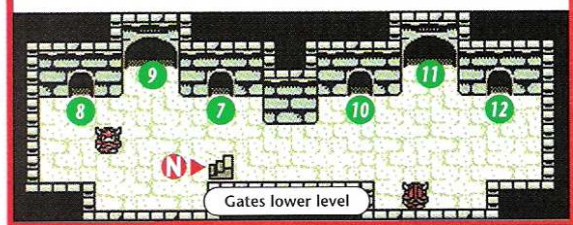
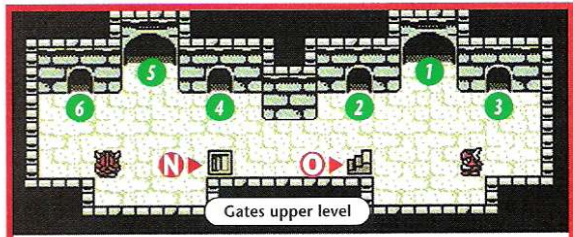
Key

Traveler's Gate Opened

Hidden Gate in GreatTree

Facilities in GreatTree





NOTE

SEE KEY TO GATES ON PAGE 29 FOR GATE LISTINGS. MATCH THE CIRCLED LETTERS TO SEE WHERE THEY WILL LEAD.



The World of GreatTree

This area becomes accessible after you complete the Anger Gate



Medal Man*



Farm (after Earthquake)



Vault



Bazaar**



Goopi+



Goopi++



Egg Evaluator

KEY TO GATES

1. Beginning Gate
2. Villager and Talisman Gates
3. Memories and Bewilder Gates
4. Peace and Bravery Gates
5. Anger and Strength Gates
6. Joy and Wisdom Gates
7. Happiness and Temptation Gates
8. Labyrinth and Judgement Gates
9. Reflection Gate
10. Ambition and Demolition Gates
11. Mastermind and Control Gates
12. Extinction and Sleep Gates
13. Bazaar Gate
14. Well Gate
15. Stable Gate
16. Arena (Left Gate)
17. Metal Gate
18. Library Gate
19. Arena (Right Gate)
20. Bazaar Edge Gate
21. Old Man Gate

++ Accessible after you beat 1st Goopi

+ Accessible after you beat the Goopi by the Arena

* Accessible after you complete the G Class Tournament

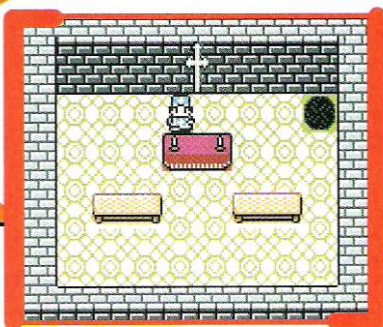
** Accessible after you complete the F Class Tournament

Special Floors

With the exception of the Beginning Gate, all of the other gates contain a randomly occurring type of floor known as a Special Floor. These floors differ from the normal levels in the Mystic World in that you can save your progress using the OPTIONS screen (something you can't normally do unless you possess a Bookmark).

There are eight different types of Special Floors, and some of the types, including the Maze, Conveyor, and Treasure Chest rooms, have three variations each. Below is a breakdown of each of the eight types of Special Floors that you can encounter in the Mystic World quests.

Church



This chamber can be a real lifesaver if you happen upon one at the right time!

The priest in the Church room will fully restore the HP and MP of all of the monsters in your group as well as removing any status anomalies, such as poison, with the wave of his arm. Lucky is the adventurer who encounters this type of Special Floor when his or her monsters are wounded.

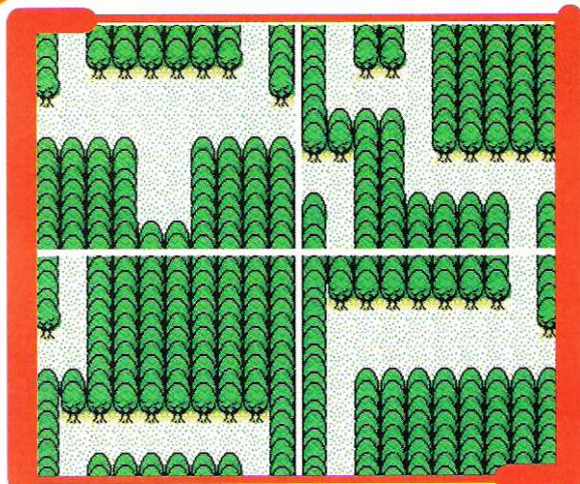
Shop

These shopkeepers are the most honest you'll find.

The shops that appear in the Mystic Worlds are the best places to sell excess or unwanted items. They offer much higher prices than the shopkeepers found in the Bazaar.



Lost Woods

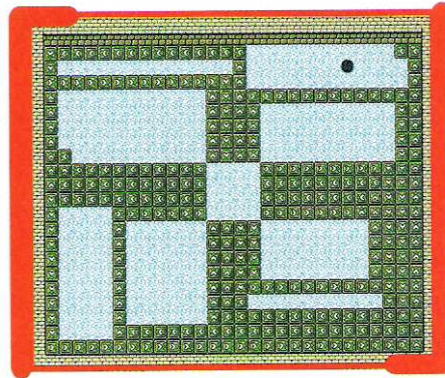
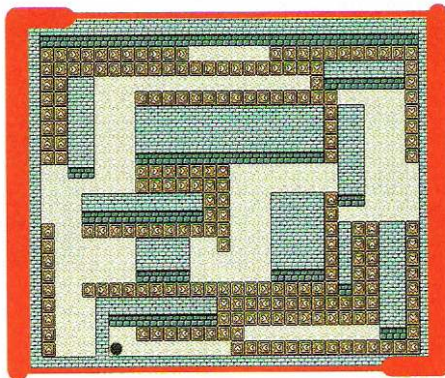
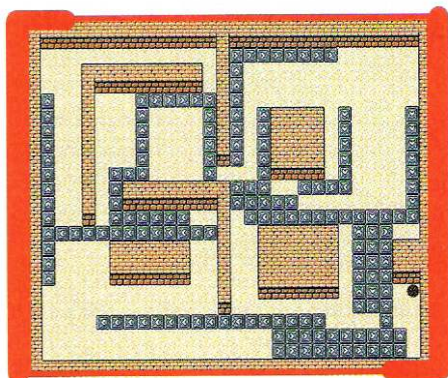


Without a map, it's pretty easy to get lost in these woods the first few times you encounter them.

NOTE YOU CAN BE THROWN INTO A RANDOM MONSTER ENCOUNTER IF YOU WANDER TOO LONG WITHIN THIS FOREST.

The Lost Woods are a series of five panels that seemingly repeat forever if you happen to travel the wrong way. As shown in the image above, make your way to the exit by taking the path leading north all the time.

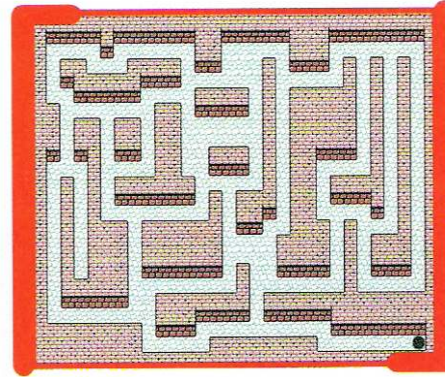
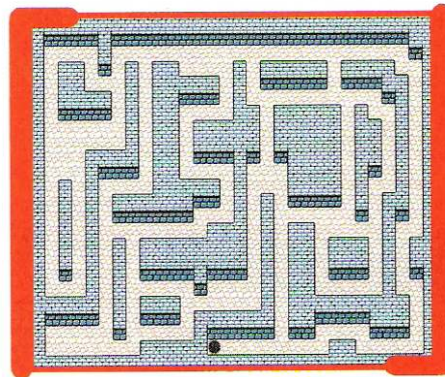
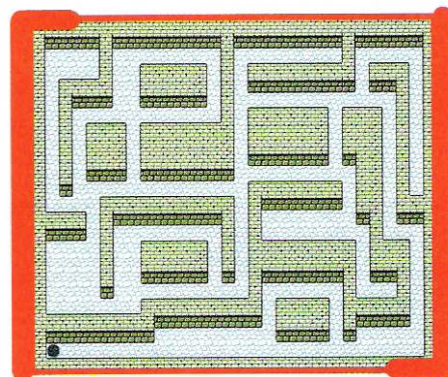
Conveyor Rooms



There are three variations of the Conveyor Room and each has its own solution.

Once you step on one of the arrow-emblazoned floor tiles, you'll be at the mercy of these moving sidewalks until you reach their end.

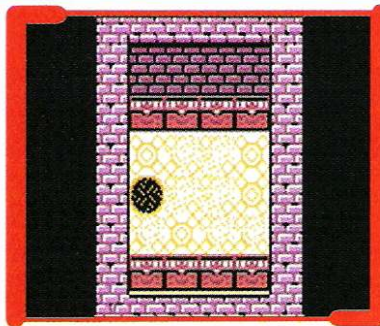
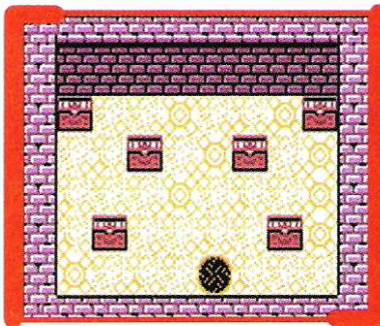
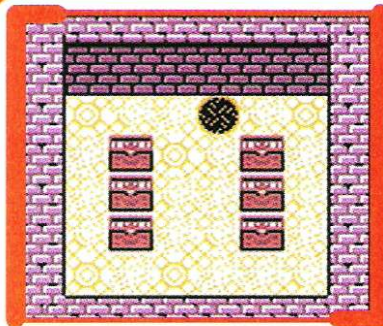
Maze Rooms



Like the Conveyor Rooms, the Maze Rooms also come in three flavors.

The Mystic Hole located on these levels can seem pretty elusive with all of the twisting corridors. Use these maps to take the most direct route.

Treasure Rooms



An adventurer's dream come true: levels with no monsters and nothing but treasure!

In each of the three different Treasure Room levels you'll encounter, you're bound to find something of value—make sure you have room to carry the items you uncover.

Coliseum Rooms



It's just like the Arena tournament battles, except you can command your monsters and use items.

The Coliseum allows you to battle for prizes! Each three rounds that you survive, you're awarded an item. And best of all, as long as you have the space in your inventory, you can continue to battle for as long you like.

Mimic Rooms



TERRY opened the treasure chest!



The treasure box is really a Mimic!



Look out! Mimic monster!

Although it may look like a Treasure Room, a deadly secret lurks within!

These rooms are impossible to distinguish from an actual Treasure Room but some of the chests are actually monsters in disguise. When you uncover one, beware! Their Defeat attack can take out your monsters in a single round!

The Traveler's Gates

Two types of Gates are found in the Kingdom of GreatTree: Chamber Gates and GreatTree Gates. The first type are those found in the Traveler's Gate Chamber proper. Your access to these is dependent upon your progression through the Battle Classes in the Arena. Once you defeat a Battle Class, another door opens in the Chamber. After you win the Starry Night Tournament, another hallway with six new Gates opens up, providing you with even more challenges.

The other Gates are within the village itself. Each of these Gates has its own requirements and most of them are completely hidden from view. They are included in the flowchart at the earliest positions at which you should be able to open them. These Gates are completely optional and there's no specified order in which you have to explore them. They do, however, provide much needed leveling-up opportunities and different selections of monsters than you'll find in the Chamber's Gates. You'll also find that the floors have a tendency to be a little smaller than those found behind the Chamber's Gates, making them the perfect proving grounds for recently hatched monsters and Foreign Master hunts.

The Chamber Gates

**** = Very Common

*** = Common

** = Uncommon

* = Rare

BEGINNING GATE

Number of Levels: 5

Requirements: None! This is your first challenge once you pick up Slib from the Monster Farm.

ITEMS

Name	Frequency
Herb	****
MapHerb	*
TinyMedal	*
WarpWing	*

MONSTERS

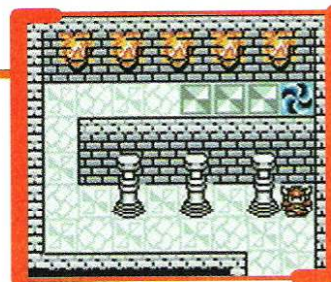
Name	Floors
Anteater	1-4
Dracky	1-4
Slime	1-4

SPECIAL FLOORS

Name	Frequency
—	—

BOSS: HEALER

HP	MP	Special Skills
40	7	Heal



Special Tips: Hale the Healer is pretty easy to defeat once he runs out of MP and can no longer cast Heal on himself. If you attack him with a group of two or more, you'll have an easier time with this battle. Fighting him with Slib alone is possible, but it takes longer.

VILLAGER GATE

Number of Levels: 5

Requirements: Clear G Class in the Arena

ITEMS

Name	Frequency
Herb	****
BeefJerky	***
Gold	***
ATKseed	*
DEFseed	*
LifeAcorn	*
MapHerb	*
PorkChop	*
Rib	*
TinyMedal	*
WarpWing	*

SPECIAL FLOORS

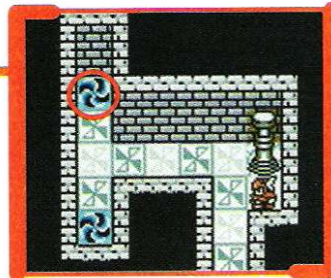
Name	Frequency
Church	****
Shop	****

MONSTERS

Name	Floors
Anteater	1-2
Picky	1-2
GoHopper	1-4
Stubsuck	1-4
Gremlin	3-4
PillowRat	3-4

BOSS: DRAGON

HP	MP	Special Skills
90	60	FireAir, FireSlash



Special Tips: A monster with the Sleep spell will come in handy here. So will teamwork. Dran the Dragon is the first Boss you'll meet with a Special Skill (FireAir) that affects all opponents at one. Keep your Herbs close at hand!



TALISMAN GATE

Number of Levels: 6

Requirements: Clear G Class in the Arena

ITEMS

Name	Frequency
Herb	****
BeefJerky	***
Gold	***
AGLseed	*
INTseed	*
MapHerb	*
MysticNut	*
PorkChop	*
Rib	*
TinyMedal	*
WarpWing	*

SPECIAL FLOORS

Name	Frequency
Church	****
Shop	****

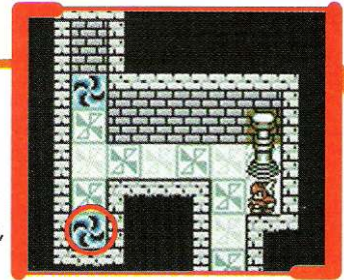
MONSTERS

Name	Floors
Anteater	1-2
MiniDrak	1-2
ArmyAnt	1-5
Spooky	1-5
Goopi	3-5
Picky	3-5

BOSS: GOLEM

HP	MP	Special Skills
100	20	ChargeUp, PsycheUp, StrongD

Special Tips: You may want to attempt this Boss before the Dragon. Sleep works very well on the Golem and will keep him immobile until the rest of your party can take him out. Be sure to bring the Healer with you, so that he can heal any extreme wounds the Golem inflicts.



MEMORIES GATE

Number of Levels: 5

Requirements: Clear F Class in the Arena

ITEMS

Name	Frequency
Herb	****
BeefJerky	***
Gold	***
MysticNut	*
AGLseed	*
INTseed	*
PorkChop	*
Rib	*
WarpWing	*
TinyMedal	*
MapHerb	*

SPECIAL FLOORS

Name	Frequency
Church	****
Shop	****

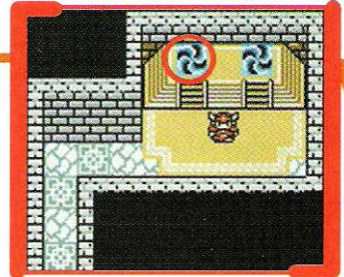
MONSTERS

Name	Floors
DragonKid	1-2
Goopi	1-2
PillowRat	1-2
Catapila	1-4
FairyRat	3-4
Picky	3-4
SpotSlime	3-4

BOSS: MADCAT

HP	MP	Special Skills
200	30	LegSweep, SquallHit, VacuSlash

Special Tips: The MadCat has speed and some devastating Special Skills on his side. However, with both the Golem and Dragon from the previous battles on your side, this battle need not be difficult. Try using support skills such as Sleep or Increase to enhance your attacks.



BEWILDER GATE

Number of Levels: 6

Requirements: Clear F Class in the Arena

ITEMS

Name	Frequency
Herb	****
BeefJerky	***
Gold	***
Antidote	*
AwakeSand	*
ATKseed	*
DEFseed	*
Laurel	*
LifeAcorn	*
LoveWater	*
MapHerb	*
MistStaff	*
MoonHerb	*
PorkChop	*
Rib	*
SkyBell	*
TinyMedal	*

Name	Frequency
WarpWing	*
WindStaff	*

SPECIAL FLOORS

Name	Frequency
Treasure Room	****
Church	***
Shop	***

MONSTERS

Name	Floors
BigRoost	1-2
DragonKid	1-2
MiniDrak	1-2
SpotSlime	1-5
Demonite	3-5
EvilSeed	3-5
Hork	3-5

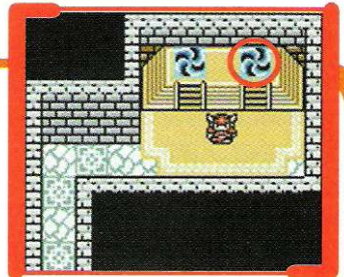
SUB-BOSS: STUBSUCK

HP	MP	Special Skills
80	120	SleepAll, ZombieCut

BOSS: FACETREE

HP	MP	Special Skills
400	100	Curse, OddDance, StopSpell

Special Tips: If you make a move on the Stubsucks blocking the path, they'll fight you. While this is a great way to build experience, you'll want to save some of your HP/MP for the Boss battle. The FaceTree uses lots of status anomaly-based magic such as Curse and StopSpell to interfere with your monsters' usual behavior. Try lowering its defense with spells such as Sap.



PEACE GATE

Number of Levels: 8

Requirements: Clear E Class in the Arena

ITEMS

Name	Frequency
Herb	***
Gold	***
LoveWater	**
Potion	*
AGLseed	*
Antidote	*
AwakeSand	*
BadMeat	*
BeefJerky	*
INTseed	*
LavaStaff	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*
PorkChop	*
Rib	*
Sirloin	*

Name	Frequency
SkyBell	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WindStaff	*

SPECIAL FLOORS

Name	Frequency
Treasure Room	****
Church	***
Shop	***

MONSTERS

Name	Floors
BigRoost	1-3
CoilBird	1-3
SpotSlime	1-3
Crestpent	1-7

Name	Floors
BoneSlave	4-5
DragonKid	4-5
Almiraj	4-7
BullBird	6-7
Hork	6-7

BOSS: FANGLIME

HP	MP	Special Skills
400	40	CallHelp, ChargeUp, WarCry

Special Tips: Before this Boss will fight, you must use all of the slot machines in the Casino. Once beaten, the FangSlime is a great addition to your battle team. Of course, defeating it can be tricky. Watch out when it uses CallHelp or WarCry. WarCry causes anyone listening to freeze in fear. This is as hindering as Sleep skills, so try to immobilize the FangSlime before it immobilizes you.



BRAVERY GATE

Number of Levels: 9

Requirements: Clear E Class in the Arena

ITEMS

Name	Frequency
Herb	***
Gold	***
LoveWater	**
Potion	*
AGLseed	*
Antidote	*
AwakeSand	*
BadMeat	*
BeefJerky	*
INTseed	*
LavaStaff	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*
PorkChop	*
Rib	*
Sirloin	*

Name	Frequency
SkyBell	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WindStaff	*

SPECIAL FLOORS

Name	Frequency
Maze	****
Church	***
Shop	***

MONSTERS

Name	Floors
Demonite	1-3
1EyeClown	1-3
BeanMan	1-8

Name	Floors
FloraMan	1-8
SabreMan	4-5
GiantWorm	4-8
BullBird	6-8

BOSS: BIGEYE

HP	MP	Special Skills
500	40	Heal, IceAir, SnowStorm

Special Tips: To reach the BigEye, you must first find your way across the invisible bridge. Walk up the left side halfway, then the right side. If you fall, you'll be transported back to your starting place (on that floor) without taking any damage. Use monsters that are resistant to Ice attacks or try to steal the monster's MP through spells such as OddDance.



ANGER GATE

Number of Levels: 11

Requirements: Clear D Class in the Arena

ITEMS

Name	Frequency
Gold	***
LoveWater	***
Herb	**
PorkChop	**
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
BeefJerky	*
BoltStaff	*
DEFseed	*
ElfWater	*
Laurel	*
LavaStaff	*
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*
Potion	*
Rib	*
Sirloin	*

Name	Frequency
SkyBell	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Lost Forest	****
Church	***
Shop	***

MONSTERS

Name	Floors
GiantWorm	1-3
GiantSlug	1-5
Poisongon	1-8
CatFly	1-10
Eyeder	4-10
Putrepup	6-10
DrakSlime	9-10

BOSS: DRAGONKID

HP	MP	Special Skills
70	60	Dodge, FireAir, SleepAir

BOSS: BATTLEREX

HP	MP	Special Skills
1,000	50	BlazeAir, EvilSlash, MetalCut

Special Tips: Before you can battle the BattleRex, you'll have to threaten the proud mother's eggs (DragonKids are inside). An imposter then shows up and wipes the rest of them out, causing the mother to attack you in rage. The BattleRex is one tough monster to defeat. Increase your defenses with spells such as Increase and prepare to heal your monsters often before wearing this Boss down.



STRENGTH GATE

Number of Levels: 11

Requirements: Clear the Anger Gate

ITEMS

Name	Frequency
Gold	***
LoveWater	***
Herb	**
PorkChop	**
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
BeefJerky	*
BoltStaff	*
DEFseed	*
ElfWater	*
Laurel	*
LavaStaff	*
LifeAcorn	*
MapHerb	*

Name	Frequency
MistStaff	*
MoonHerb	*
Potion	*
Rib	*
Sirloin	*
SkyBell	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Lost Forest	****
Church	***
Shop	***

MONSTERS

Name	Floors
MudDoll	1-5
TreeSlime	1-3, 6-10
SkulRider	1-8
FairyDrak	1-5, 9-10
WingTree	4-10
DrakSlime	6-10

BOSS: STONEMAN

HP	MP	Special Skills
800	36	Cover, SuckAll

Special Tips: Exploring the whole floor first causes the StoneMan to attack. Keep your defenses up and use your strongest monsters to bring him down.



JOY GATE

Number of Levels: 14

Requirements: Clear C Class in the Arena

ITEMS

Name	Frequency	Name	Frequency
Gold	***	Potion	*
LoveWater	***	Rib	**
AGLseed	*	Sirloin	*
Antidote	*	SkyBell	*
AwakeSand	*	SnowStaff	*
BadMeat	*	TinyMedal	*
BoltStaff	*	WarpStaff	*
ElfWater	*	WarpWing	*
Herb	*	WorldDew	*
INTseed	*	WorldLeaf	*
Laurel	*		
LifeAcorn	*		
MapHerb	*		
MistStaff	*		
MoonHerb	*		
PorkChop	***		

SPECIAL FLOORS

Name	Frequency
Conveyor Room	****
Church	***
Shop	***

MONSTERS

Name	Floors
Snaily	1-5
Gulpple	1-8
Soccer	1-12
MadPecker	1-8, 13
EyeBall	6-13
Babble	9-13
Mummy	9-13

BOSS: FUNKYBIRD

HP	MP	Special Skills
1,200	160	Hustle, LifeDance, PaniDance

Special Tips: The FunkyBird is a big dancer, so if you have any monsters with the DanceShut skill, be sure to bring them along. If not, you'll have the pleasure of watching as the FunkyBird dances away all of the damage you've inflicted so far. Both Hustle and LifeDance recover HP!



WISDOM GATE

Number of Levels: 15

Requirements: Clear C Class in Arena

ITEMS

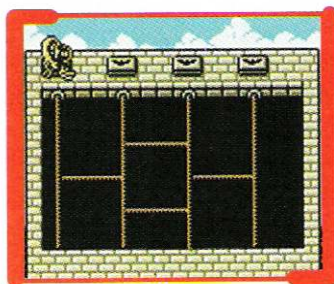
Name	Frequency	Name	Frequency
Gold	***	Conveyor Room	****
LoveWater	***	Church	***
AGLseed	*	Shop	***
Antidote	*		
AwakeSand	*		
BadMeat	*		
BoltStaff	*		
ElfWater	*		
Herb	*		
INTseed	*		
Laurel	*		
LifeAcorn	*		
MapHerb	*		
MistStaff	*		
MoonHerb	*		
PorkChop	***		
Potion	*		
Rib	**		
Sirloin	*		
SkyBell	*		
SnowStaff	*		
TinyMedal	*		
WarpStaff	*		
WarpWing	*		
WorldDew	*		
WorldLeaf	*		

SPECIAL FLOORS

Name	Frequency
Conveyor Room	****
Church	***
Shop	***

MONSTERS

Name	Floors
Facer	1-5
Tonguella	1-14
Florajay	1-14
Pteranod	1-14
Armorpede	6-14



BOSS: SKYDRAGON

HP	MP	Special Skills
1,200	150	Scorching, SuckAir

Special Tips: The solution to how you reach the SkyDragon is shown in the image above. Follow the arrows and you'll end up face to face with the Boss. If you've been raising the SkyDragon egg from the Farm, you'll know what you are up against. Monsters who are resistant to Flame-based attacks will do well in this battle.

NOTE

AT THIS POINT IN THE GAME, DEFEATING A BOSS DOESN'T AUTOMATICALLY MEAN IT WILL JOIN YOUR PARTY. IN FACT, THE REMAINDER OF THE BOSSES IN THE CHAMBER GATES ARE NOT SURE THINGS AT ALL!



HAPPINESS GATE

Number of Levels: 18

Requirements: Clear B Class in the Arena

ITEMS

Name	Frequency
LoveWater	***
PorkChop	**
Rib	**
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
BoltStaff	*
ElfWater	*
Gold	*
Laurel	*
LifeAcorn	*
MapHerb	*
Mimic	*
MistStaff	*
MoonHerb	*
Potion	*

Name	Frequency
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Church	***
Shop	***
Treasure Room	**
Lost Forest	**
Coliseum	**
Mimic Room	*

MONSTERS

Name	Floors
Gasgon	1-4
Oniono	1-12
Pixy	1-16
Gophecada	1-17
DeadNite	5-17
StubBird	13-17
SpikyBoy	17

BOSS: JAMIRUS

HP	MP	Special Skills
1,600	175	Blazemost, QuadHits, StormWind

Special Tips: Jamirus is tough to defeat! Use skills such as SickLicks, which both immobilizes him for a turn and lowers his defense to 1. Then, while he is helpless, hit him with the strongest attacks you have.



TEMPTATION GATE

Number of Levels: 20

Requirements: Clear B Class in the Arena

ITEMS

Name	Frequency
BadMeat	***
LoveWater	***
Gold	**
Mimic	**
Rib	**
AGLseed	*
Antidote	*
BoltStaff	*
DEFseed	*
ElfWater	*
INTseed	*
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*
Laurel	*
Potion	*
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*

Name	Frequency
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Church	***
Shop	***
Treasure Room	**
Lost Forest	**
Coliseum	**
Mimic Room	*

MONSTERS

Name	Floors
SpikyBoy	1-8
Mommonja	1-12
KingCobra	1-16
SlimeNite	1-19
StagBug	9-19
MistyWing	13-19
DarkEye	17-19

BOSS: EVILARMOR

HP	MP	Special Skills
175	98	BoltSlash, DrakSlash, FireSlash

BOSS: CENTASUR

HP	MP	Special Skills
220	115	FireSlash, MagicBack, RainSlash

BOSS: SERVANT

HP	MP	Special Skills
1,000	250	Blazemost, Blizzard, Focus

Special Tips: All three of these monsters attack you at once, making this one of the toughest Boss battles you've seen yet. Try to take out either the EvilArmor or the Centasaur in the first round and the other in the second to minimize the damage your party receives. If possible, have someone cast Surround on the enemies to decrease their accuracy. With his two henchmen gone, the Servant shouldn't be that hard to defeat. Keep healing your monsters and pummel it full force until it surrenders.



LABYRINTH GATE

Number of Levels: 23

Requirements: Clear A Class in the Arena

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
AGLseed	*
Antidote	*
AwakeSand	*
BadMeat	*
BoltStaff	*
DEFseed	*
ElfWater	*
INTseed	*
Laurel	*
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*
PorkChop	*
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*

Name	Frequency
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Church	***
Shop	***
Treasure Room	**
Maze	**
Conveyor Room	**
Mimic Room	*

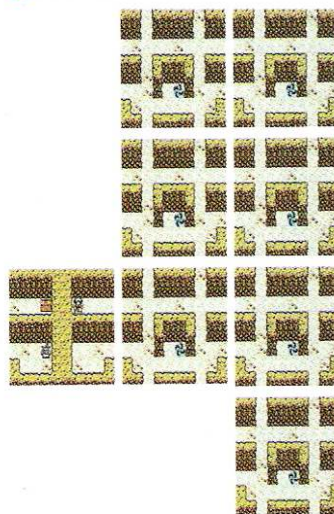
MONSTERS

Name	Floors
Chamelgon	1-5
CactiBall	1-15
TailEater	1-10, 16-20
RockSlime	1-22
Gismo	1-22
DuckKite	6-22
AgDevil	11-22
WindMerge	21-22

BOSS: DARKHORN

HP	MP	Special Skills
2,000	130	PsycheUp, SleepAll, StopSpell

Special Tips: Do not go through the Hole unless you want to end up back in GreatTree (what a waste of time!). The DarkHorn will seem easy compared to the previous Boss battle. Try to keep him immobile and let your best fighters take him out.



JUDGMENT GATE

Number of Levels: 25

Requirements: Clear A Class in the Arena

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
AGLseed	*
Antidote	*
AwakeSand	*
BadMeat	*
BoltStaff	*
DEFseed	*
ElfWater	*
INTseed	*
Laurel	*
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*
PorkChop	*

Name	Frequency
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Treasure Room	***
Lost Forest	**
Church	**
Shop	**
Coliseum	**
Maze	*
Conveyor Room	*

MONSTERS

Name	Floors
WeedBug	1-5
TreeBoy	1-20
HammerMan	1-24
MadGoose	1-10, 21-24
SpotKing	1-24
Droll	6-15
LizardFly	11-24
GiantMoth	16-24

BOSS: AKUBAR

HP	MP	Special Skills
2,000	400	Explodet, Focus, IceStorm

Special Tips: Akubar uses Focus often in this battle, usually to inflict Explodet or IceStorm twice in one round. If you can keep him un-focused using Lose a Turn spells or Panic spells, you'll have a much easier time defeating him. Remember to keep those WorldDews close by in case your spells fail.



REFLECTION GATE

Number of Levels: 29

Requirement: Clear S Class in the Arena

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
AGLseed	*
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
BoltStaff	*
DEFseed	*
ElfWater	*
INTseed	*
Laurel	*
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Maze	***
Conveyor Room	***
Mimic Room	***
Lost Forest	**

Name	Frequency
Treasure Room	**
Coliseum	**
Church	*
Shop	*

MONSTERS

Name	Floors
EvilWand	1-5
EvilBeast	1-10
Shadow	1-10
SlimeBorg	1-15
LizardMan	1-20
Grizzly	6-28
FireWeed	11-25
Wyvern	11-25
MadHornet	16-28
Lionex	16-28
RotRaven	21-28
JewelBag	26-28

BOSS: SERVANT (X2)

HP	MP	Special Skills
300	350	Blazemost, Blizzard

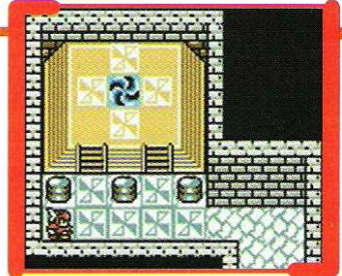
BOSS: TERRY?

HP	MP	Special Skills
2,000	200	BoltSlash, EvilSlash, RainSlash

BOSS: DURRAN

HP	MP	Special Skills
3,000	330	BirdBlow, DrakSlash, Vacuum

Special Tips: This battle takes place in three rounds. First, Durran sends out two Servants to play with you. Try to take out one in the first round and the other immediately after, before their Blizzard spells cause you too much harm. Next you'll go up against your future self (or at least a version of it). Beware Terry?'s RainSlash skill. If your monsters are vulnerable to it you'll need to heal after every other round. Try to keep Terry? immobilized if possible, and take him out before you run out of WorldDews, etc. Having to defeat Durran adds insult to injury (and you will undoubtedly be injured!). Durran is tough and his Vacuum spell harms your party greatly whenever he casts it. If you can keep your party in good shape (be sure to fill your inventory with WorldDews and WorldLeaf items before taking on these Bosses!) while allowing your monsters to attack full out each round, you'll have a good shot at defeating him.



NOTE

THE SIX GATES THAT FOLLOW ARE REVEALED ONCE YOU RETURN TO GREATTREE AFTER WINNING THE STARRY NIGHT TOURNAMENT. IF YOU'VE GOTTEN THIS FAR IN THE GAME, THEN YOU ARE OBVIOUSLY WORTHY OF THE TITLE MASTER MONSTER TAMER. AS A RESULT, WE'LL LET YOU TACKLE THESE GATES ON YOUR OWN, WITH NO SPECIAL TIPS. GOOD LUCK AND HAVE A GREAT TIME!

AMBITION GATE

Number of Levels: 30

Requirements: Clear Starry Night Tournament

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
AGLseed	*
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
ElfWater	*
Laurel	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*

Name	Frequency
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

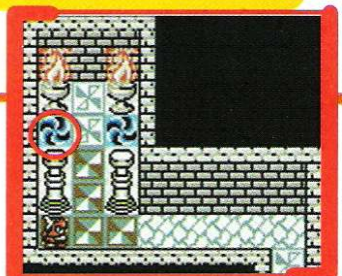
SPECIAL FLOORS

Name	Frequency
Conveyor Room	***
Maze	***
Mimic Room	***
Coliseum	**
Lost Forest	**

Name	Frequency
Church	*
Shop	*
Treasure Room	*

MONSTERS

Name	Floors
ArmyAnt	1-5
Catapila	1-5
GiantWorm	1-5
GoHopper	1-5
Armorpede	6-10
Butterfly	6-10
Eyeder	6-10
GiantSlug	6-10
Gophecada	11-20
StagBug	11-20



Name	Floors
TailEater	11-20
WeedBug	11-20
ArmyCrab	21-29
Droll	21-29
GiantMoth	21-29
MadHornet	21-29

BOSS: DRACOLORD

HP	MP	Special Skills
4,000	550	BeDragon, Firebolt, Meditate



DEMOLITION GATE

Number of Levels: 29

Requirements: Clear Starry Night Tournament

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
AGLseed	*
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
ElfWater	*
Laurel	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*
Repellent	*
Sirloin	*

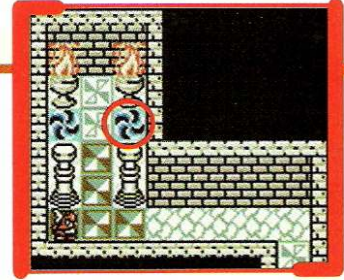
Name	Frequency
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Conveyor Room	***
Maze	***
Mimic Room	***
Coliseum	**
Lost Forest	**
Church	*
Shop	*
Treasure Room	*

MONSTERS

Name	Floors
BeanMan	1-5
EvilSeed	1-5
FloraMan	1-5
Stubsuck	1-5
Gulpple	6-10
MadPlant	6-10
Oniono	6-10
WingTree	6-10
AmberWeed	11-20
CactiBall	11-20
TreeBoy	11-20
FireWeed	11-28
DanceVegi	21-28
ManEater	21-28
Snapper	21-28



BOSS: HARGON

HP	MP	Special Skills
4,000	550	BazooCall, Explodet, Firebolt

BOSS: SIDOH

HP	MP	Special Skills
6,000	999	Hellblast, WhiteAir, WhiteFire

MASTERMIND GATE

Number of Levels: 27

Requirements: Clear Starry Night Tournament

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
AGLseed	*
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
ElfWater	*
Laurel	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*

Name	Frequency
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

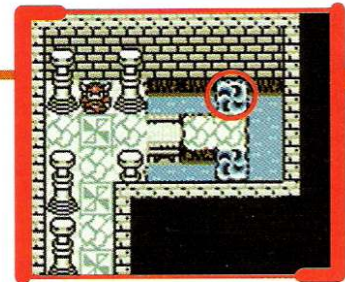
SPECIAL FLOORS

Name	Frequency
Conveyor Room	***
Maze	***
Mimic Room	***
Coliseum	**
Lost Forest	**

Name	Frequency
Church	*
Shop	*
Treasure Room	*

MONSTERS

Name	Floors
BigRoost	1-5
BullBird	1-5
Dracky	1-5
Picky	1-5
FloraJay	6-10
MadPecker	6-10
MadRaven	6-10
StubBird	6-10
DuckKite	11-20
LandOwl	11-20
MadGoose	11-20
MistyWing	11-20



Name	Floors
MadCondor	21-26
WhipBird	21-26
Wyvern	21-26
ZapBird	21-26

BOSS: BARAMOS

HP	MP	Special Skills
4,000	999	Explodet, Hellblast, RockThrow

CONTROL GATE

Number of Levels: 30

Requirements: Clear Starry Night Tournament

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
Antidote	*
AwakeSand	*
BadMeat	*
DEFseed	*
ElfWater	*
INTseed	*
LifeAcorn	*
Laurel	*
MapHerb	*
MistStaff	*
MoonHerb	*
Repellent	*
Sirloin	*

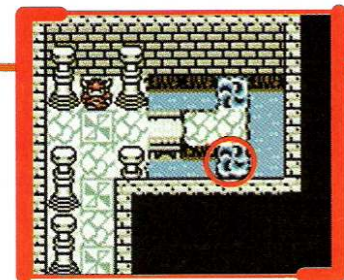
Name	Frequency
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Conveyor Room	***
Mimic Room	***
Church	**
Coliseum	**
Lost Forest	**
Maze	**
Shop	*
Treasure Room	*

MONSTERS

Name	Floors
Metaly	1-5
Slime	1-5
SpotSlime	1-5
TreeSlime	1-5
Babble	6-10
DrakSlime	6-10
Snaily	6-10
WingSlime	6-10
BoxSlime	11-20
RockSlime	11-29
Slabbbit	11-20
SlimeNite	11-20
Metabble	21-29
SlimeBorg	21-29
SpotKing	21-29



BOSS: ZOMA

HP	MP	Special Skills
4,500	999	BigBang, DeMagic, WhiteAir



EXTINCTION GATE

Number of Levels: 30

Requirements: Clear Starry Night Tournament

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
Antidote	*
AwakeSand	*
BadMeat	*
DEFseed	*
ElfWater	*
INTseed	*
Laurel	*
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*
Repellent	*

Name	Frequency	Name	Frequency
Sirloin	*	Shop	*
SkyBell	*	Treasure Room	*
SnowStaff	*		
TinyMedal	*		
WarpStaff	*		
WarpWing	*		
WorldDew	*		
WorldLeaf	*		

SPECIAL FLOORS

Name	Frequency
Conveyor Room	***
Mimic Room	***
Church	**
Coliseum	**
Lost Forest	**
Maze	**

MONSTERS

Name	Floors
1EyeClown	1-5
Demonite	1-5
Gremlin	1-5
SkulRider	1-5
DarkEye	6-10
EyeBall	6-10
MedusaEye	6-10
Pixy	6-10
AgDevil	11-20
ArcDemon	11-20
EvilBeast	11-20
Orc	11-20



Name	Floors
GoatHorn	21-29
Grendal	21-29
Lionex	21-29
Ogre	21-29

BOSS: PIZZARO

HP	MP	Special Skills
6,000	600	Hellblast, QuadHits, WhiteFire

SLEEP GATE

Number of Levels: 30

Requirements: Clear Starry Night Tournament

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
AGLseed	*
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
ElfWater	*
Laurel	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*
Repellent	*

Name	Frequency	Name	Frequency
Sirloin	*	Shop	*
SkyBell	*	Treasure Room	*
SnowStaff	*		
TinyMedal	*		
WarpStaff	*		
WarpWing	*		
WorldDew	*		
WorldLeaf	*		

SPECIAL FLOORS

Name	Frequency
Mimic Room	***
Church	**
Coliseum	**
Conveyor Room	**
Lost Forest	**
Maze	**

MONSTERS

Name	Floors
BoneSlave	1-5
Hork	1-5
Putrepup	1-5
Spooky	1-5
DeadNite	6-10
Mudron	6-10
Mummy	6-10
NiteWhip	6-10
MadSpirit	11-20
Reaper	11-20
Shadow	11-20
WindMerge	11-20



Name	Floors
DarkCrab	21-29
DeadNoble	21-29
RotRaven	21-29
Skeletor	21-29
Skullgon	21-29

BOSS: ESTERK

HP	MP	Special Skills
3,800	700	DeMagic, GigaSlash, RainSlash

GreatTree Gates

BAZAAR GATE

Number of Levels: 9

Requirements: Present a fire-breathing monster to the guys around the hibachi in the southeast corner of the Bazaar. The skills they are looking for are: a Blaze or Fireball-type spell, FireAir, or FireSlash. Be aware that you will have to give up a monster for this.

ITEMS

Name	Frequency
Herb	****
BeefJerky	***
Gold	***
Antidote	*
ATKseed	*
AwakeSand	*
DEFseed	*
Laurel	*
LifeAcorn	*
LoveWater	*
MapHerb	*

Name	Frequency
MoonHerb	*
PorkChop	*
Rib	*
SkyBell	*
TinyMedal	*
WarpWing	*
WindStaff	*

SPECIAL FLOORS

Name	Frequency
Treasure Room	****
Church	***
Shop	***

MONSTERS

Name	Floors
Crestpent	1-3
FairyRat	1-3
SpotSlime	1-3
BigRoost	1-5
BeanMan	4-5
DragonKid	4-5
Catapila	4-8
1EyeClown	6-8
Demonite	6-8
Hork	6-8



BOSS: MADKNIGHT

HP	MP	Special Skills
300	60	BeastCut, Massacre



WELL GATE

Number of Levels: 12

Requirements: After the first earthquake, climb down the well in front of the Library and talk to the scientist. Give him a monster that uses BoltSlash or one of the Bolt-type spells and you'll gain access to the gate in an explosive way. Mind you, this is another situation where you'll have to give up a monster.

ITEMS

Name	Frequency
Gold	***
LoveWater	***
Herb	**
PorkChop	**
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
BeefJerky	*
BoltStaff	*
DEFseed	*
ElfWater	*

Name	Frequency
Laurel	*
LavaStaff	*
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*
Rib	*
Sirloin	*
SkyBell	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Maze	****
Church	***
Shop	***

MONSTERS

Name	Floors
BoneSlave	1-3
Almiraj	1-5
GiantSlug	1-5
FloraMan	1-11
TreeSlime	4-5
GiantWorm	6-8



Name	Floors
BullBird	6-11
MudDoll	6-11
Metaly	9-11
SabreMan	9-11

BOSS: GIGANTES

HP	MP	Special Skills
600	10	ChargeUp, EvilSlash, ZombieCut

STABLE GATE

Number of Levels: 12

Requirements: After the first earthquake, the arrangement at the northeast corner of the Monster Farm will change and you'll be able to access this gate.

ITEMS

Name	Frequency
Gold	***
LoveWater	***
PorkChop	***
Rib	**
AGLseed	*
Antidote	*
AwakeSand	*
BadMeat	*
BoltStaff	*
ElfWater	*
Herb	*
INTseed	*

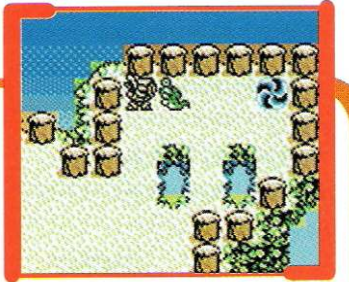
Name	Frequency
Laurel	*
MapHerb	*
Mimic	*
MistStaff	*
MoonHerb	*
Potion	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Lost Forest	****
Church	***
Shop	***

MONSTERS

Name	Floors
Butterfly	1-3
FairyDrak	1-5
MadRaven	1-8
Skullroo	1-11
Mudron	4-5, 9-11
DrakSlime	6-11
Facer	6-11



BOSS: COPYCAT

HP	MP	Special Skills
800	48	Imitate, RobDance, Transform

ARENA—LEFT GATE

Number of Levels: 16

Requirements: Defeat the Goopi in the Arena and his brother in the room next to the Shrine (appears after the first earthquake) and a statue in the Arena will move back to reveal this gate.

ITEMS

Name	Frequency
LoveWater	***
Gold	**
Mimic	**
PorkChop	**
Rib	**
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
BoltStaff	*
ElfWater	*
Laurel	*

Name	Frequency
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*
Potion	*
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Conveyor Room	****
Church	***
Shop	***

MONSTERS

Name	Floors
WingSlime	1-5
MedusaEye	1-6
MadCandle	1-12
MadGopher	1-15
Slabbit	6-15
WindBeast	9-15
Gasgon	13-15



BOSS: DIGSTER

HP	MP	Special Skills
1,000	85	StrongD, SuckAll

MEDAL GATE

Number of Levels: 19 **Requirements:** Bring the mysterious Medal Man 13 TinyMedals and his companion, Metaly, reveals this gate. You will have to exit the room and reenter before the gate will show up.

ITEMS

Name	Frequency
LoveWater	***
Rib	***
Gold	**
Mimic	**
PorkChop	**
AGLseed	*
Antidote	*
AwakeSand	*
BadMeat	*
BoltStaff	*
DEFseed	*
ElfWater	*
INTseed	*
LifeAcorn	*
MapHerb	*
MistStaff	*

MONSTERS

Name	Frequency
Laurel	*
MoonHerb	*
Potion	*
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

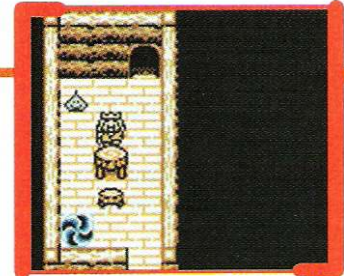
Name	Frequency
Church	****
Coliseum	***
Shop	***

MONSTERS

Name	Floors
Gismo	1-8
NiteWhip	1-8
BoxSlime	1-18
Orc	1-18
Reaper	6-18
RogueNite	6-18

BOSS: LIPSY

HP	MP	Special Skills
23	17	Ahhh, LushLicks, NapAttack



BOSS: TOADSTOOL

HP	MP	Special Skills
45	17	MouthShut, NapAttack, SleepAir

BOSS: KINGSLIME

HP	MP	Special Skills
2,000	75	Barrier, HealMore, Revive

LIBRARY GATE

Number of Levels: 25 **Requirements:** Once you've made 100 monsters your friends, the woman at the Library Desk will give you access to their special back room.

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
AGLseed	*
Antidote	*
AwakeSand	*
BadMeat	*
BoltStaff	*
DEFseed	*
ElfWater	*
INTseed	*
Laurel	*

MONSTERS

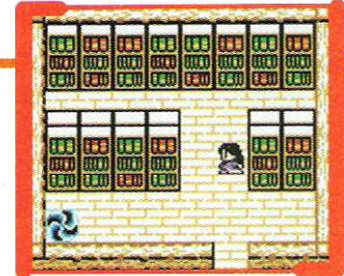
Name	Frequency
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*
PorkChop	*
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Church	****
Coliseum	***
Shop	***

MONSTERS

Name	Floors
AmberWeed	1-5
CurseLamp	1-10
ArmyCrab	1-20
ArcDemon	1-24
MadSpirit	1-10, 16-24
WildApe	6-24
Tortragon	11-24
LandOwl	21-24



BOSS: OROCHI

HP	MP	Special Skills
2,000	110	FireSlash, QuadHits, Scorching

ARENA—RIGHT GATE

Number of Levels: 27 **Requirements:** After clearing the Starry Night Tournament, look for the third Goopi (he lives beneath his brother next to the Shrine) and defeat him to cause another statue in the Arena to move and another gate to appear.

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
Antidote	*
AwakeSand	*
BadMeat	*
DEFseed	*
ElfWater	*
INTseed	*
Laurel	*
LifeAcorn	*
MapHerb	*
MistStaff	*

MONSTERS

Name	Frequency
MoonHerb	*
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Church	****
Mimic Room	***
Coliseum	**
Lost Forest	**
Conveyor Room	*

Name	Frequency
Maze	*
Shop	*
Treasure Room	*

MONSTERS

Name	Floors
Almiraj	1-5
CatFly	1-5
FairyRat	1-5
PillowRat	1-5
Skullroo	1-5
MadGopher	6-10
Mommonja	6-10
Soccer	6-10
Tonguella	6-10
WindBeast	6-10
Goategon	11-20
Grizzly	11-20



Name	Floors
HammerMan	11-20
SuperTen	11-20
WildApe	11-20
GulpBeast	21-26
IronTurt	21-26
Trumpeter	21-26
Unicorn	21-26
Yeti	21-26

BOSS: MUDOU

HP	MP	Special Skills
5,000	999	Poisonair, WhiteAir, WhiteFire



BAZAAR EDGE GATE

Number of Levels: 30

Requirements: After the Starry Night Tournament, visit the southeast corner of the Bazaar and see what changes the earthquakes have made. This time you'll need to bring a monster with a Summoning-type spell (TatsuCall, etc.), but you won't have to forfeit the monster.

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
AGLseed	*
Antidote	*
ATKseed	*
AwakeSand	*
BadMeat	*
ElfWater	*
Laurel	*
MapHerb	*
MistStaff	*
MoonHerb	*
MysticNut	*

Name	Frequency
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Mimic Room	***
Church	**
Coliseum	**
Conveyor Room	**

Name	Frequency
Lost Forest	**
Maze	**
Shop	*
Treasure Room	*

MONSTERS

Name	Floors
CoilBird	1-5
Goopi	1-5
MudDoll	1-5
SabreMan	1-5
Facer	6-10
MadCandle	6-10
RogueNite	6-10
SpikyBoy	6-10
CurseLamp	11-20



Name	Floors
EvilWand	11-20
Gismo	11-20
JewelBag	11-20
Balzak	21-29
BombCrag	21-29
MetalDrak	21-29
Roboster	21-29

BOSS: MIRUDRAAS

HP	MP	Special Skills
5,000	999	Blazemost, Explodet, Thordain

OLD MAN'S GATE

Number of Levels: 30

Requirements: After the Starry Night Tournament, visit the family living above the Shrine. You'll learn that the grandfather tends to give in to his granddaughter's wishes. Learn her name from her father's journal (in the bookcase—you have to read to the end!) and talk to her at the very bottom of the steps. Once she asks her grandfather to let you into the gate, you'll have to bring him a GoldSlime as a toll.

ITEMS

Name	Frequency
Rib	***
Gold	**
LoveWater	**
Mimic	**
Antidote	*
AwakeSand	*
BadMeat	*
DEFseed	*
ElfWater	*
INTseed	*
Laurel	*
LifeAcorn	*
MapHerb	*
MistStaff	*
MoonHerb	*

Name	Frequency
Repellent	*
Sirloin	*
SkyBell	*
SnowStaff	*
TinyMedal	*
WarpStaff	*
WarpWing	*
WorldDew	*
WorldLeaf	*

SPECIAL FLOORS

Name	Frequency
Church	***
Mimic Room	***
Coliseum	**
Lost Forest	**
Conveyor Room	*

Name	Frequency
Maze	*
Shop	*
Treasure Room	*

MONSTERS

Name	Floors
Crestpent	1-5
DragonKid	1-5
MiniDrak	1-5
Poisongon	1-5
Chamelgon	6-10
FairyDrak	6-10
Gasgon	6-10
KingCobra	6-10
Pteranod	6-10
LizardFly	11-20
LizardMan	11-20



Name	Floors
Swordgon	11-20
Tortragon	11-20
WingSnake	11-20
Andreall	21-29
GreatDrak	21-29
MadDragon	21-29
Rayburn	21-29
Spikerous	21-29

BOSS: DEATHMORE

HP	MP	Special Skills
9,000	700	BigBang, Hellblast, SamsiCall



The Battle Classes in the Arena










It has been said that the best offense is a good defense. This holds especially true for the Classes in the Arena. If you know what monsters you'll be up against and what skills they possess, you are bound to have a much easier time preparing for battle. The following tables provide you with all of the information about your opponents.

The problem with the Arena tournaments is that winning can often be a matter of luck. Because you cannot command your troops manually, you have to trust in their own judgments. Trainers who've worked hard to mold their monster's personalities to fit their designated roles in battle will find Lady Luck on their side more often than not. Those who've ignored this facet of monster taming will be frustrated at their team's stupidity. Here are a few tricks:

1. Use well-balanced teams. As you breed new monsters you'll find that it is easy to stock your battle team with monsters who have great attack skills in addition to strong healing ones. A good team can inflict grievous damage while healing the damage it takes.
2. High agility puts your monsters ahead of the enemy! Monsters with high agility marks get to attack first and can often determine the battle's winner. Train your speediest monsters to be multitasking as the situation requires. You may need them to cast healing spells before more damage is done, immobilize the enemy with support skills, or decimate them with high-powered attacks.
3. Don't be afraid to change strategies with every turn. Reevaluate the battle at the start of each turn and have your monsters react accordingly.
4. Save before attempting each Class and don't hesitate to restart if things don't go your way. Sometimes, winning a battle really is a matter of luck. Remember, the enemy's AI functions similarly to your own monsters. Sometimes they cast the right spells and sometimes they don't. This is especially important when facing opponents who attack in a rage. Sometimes they'll hit one of your monsters and knock it out, but more often than not, they'll hit one of their own—sometimes even entirely knocking out their own team for you.










G Class

Entry Fee: Free

Round #	Image	Monsters	HP	Skills
Round 1		Dracky	8	N/A
		Anteater	12	N/A
		Dracky	8	N/A
Round 2		Slime	8	N/A
		Stubsuck	16	Sleep
		Slime	7	N/A
Round 3		Spooky	16	LushLicks
		Hork	20	LushLicks, PoisonGas
		Spooky	14	LushLicks








F Class

Entry Fee: 10G

Round #	Image	Monsters	HP	Skills
Round 1		SpotSlime	26	CallHelp
		SpotSlime	20	LushLicks
		SpotSlime	24	Imitate
Round 2		MudDoll	38	OddDance
		Almiraj	42	ChargeUp, Ramming, Sleep
		MudDoll	40	SideStep
Round 3		Putrepup	75	Sap, Slow
		MadRaven	50	HighJump, TailWind
		Skullroo	58	ChargeUp, PaniDance










E Class

Entry Fee: 50G

Round #	Image	Monsters	HP	Skills
Round 1		Crestpent	60	BeDragon, MagicBack, PoisonHit
		TreeSlime	70	Paralyze, Sap, SleepAir
		Poisonongon	50	PoisonGas, PoisonHit
Round 2		DrakSlime	40	FireAir, SuckAir
		Dragon	65	FireAir, FireSlash
		FairyDrak	40	SleepAir, Surround
Round 3		Snaily	45	IceBolt
		Armorpede	80	TwinHits, TwinSlash, Upper
		Snaily	40	CallHelp









D Class

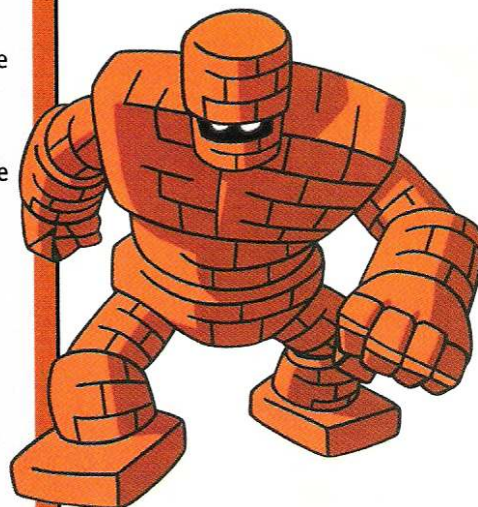
Entry Fee: 100G

Round #	Image	Monsters	HP	Skills
Round 1		Saccer	80	PsycheUp, Upper
		FloraJay	50	BeastCut, LifeSong, Speed
		MadPlant	100	NumbOff, Sap, Slow
Round 2		MedusaEye	70	Sap, Shears, Surround
		MadGopher	100	BirdBlow, ChargeUp, ZombieCut
		MedusaEye	70	Sap, Shears, Surround
Round 3		MadCat	100	LegSweep, SquallHit, VacuSlash
		RogueNite	110	EvilSlash, Heal, MetalCut
		MadCat	100	LegSweep, SquallHit, VacuSlash

C Class

Entry Fee: 500G

Round #	Image	Monsters	HP	Skills
Round 1		SpikyBoy	80	HighJump, MegaMagic, SmashSlime
		StubBird	100	BugBlow, RainSlash, TwinHits
		SpikyBoy	80	HighJump, MegaMagic, SmashSlime
Round 2		Healer	80	Heal
		RogueNite	180	EvilSlash, Heal, MetalCut
		Healer	90	Heal
Round 3		BoxSlime	240	Ramming, Upper
		RockSlime	170	HighJump, StrongD
		BoxSlime	240	Blazemore, Ramming



B Class

Entry Fee: 1,000G

Round #	Image	Monsters	HP	Skills
Round 1		HammerMan	150	ChargeUp, EvilSlash, Kamikaze
		HammerMan	130	ChargeUp, Kamikaze
		HammerMan	120	ChargeUp, EvilSlash, Kamikaze
Round 2		AgDevil	200	Firebane, SleepAir
		WindMerge	150	Barrier, CurseOff, Infermost
		TreeBoy	200	CurseOff, Healer, IceBolt
Round 3		ArmyCrab	170	Increase, MetalCut
		MadDragon	220	EvilSlash, LureDance, Massacre
		ArmyCrab	130	CallHelp, Increase, MetalCut


A Class

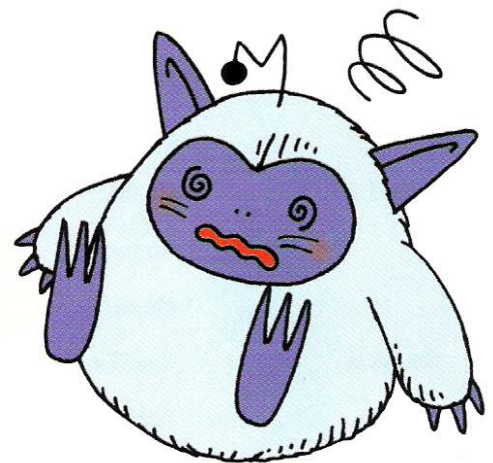
Entry Fee: 5,000G

Round #	Image	Monsters	HP	Skills
Round 1		FireWeed	160	Blazemore, DeChaos, PalsyAir
		EvilBeast	150	Firebane, IceAir
		Wyvern	160	HealMore, IceAir, SleepAir
Round 2		Grizzly	250	BigTrip, IceBolt, SquallHit
		Lionex	260	HealUs, Infermost, VacuSlash
		Grizzly	240	BigTrip, SquallHit, TwinSlash
Round 3		Toadstool	250	MouthShut, NapAttack, SleepAir
		Lipsy	350	Ahhh, LushLicks, NapAttack
		Toadstool	250	MouthShut, NapAttack, SleepAir

S Class




Entry Fee: 10,000G

Round #	Image	Monsters	HP	Skills
Round 1		DanceVegi	160	K.O.Dance, LureDance, SideStep
		Voodoll	190	Defense, PanicAll, Surround
		DanceVegi	170	K.O.Dance, LureDance, SideStep
Round 2		Slime	250	Firebolt, Radiant
		Dracky	180	Radiant, RobMagic, SleepAll
		ArmyAnt	210	Kamikaze, NapAttack, YellHelp
Round 3		Metabble	10	Explodet, Firebolt
		Roboster	310	QuadHits, RainSlash, SquallHit
		MetalDrak	400	Massacre, RockThrow, SandStorm






Starry Night Tournament

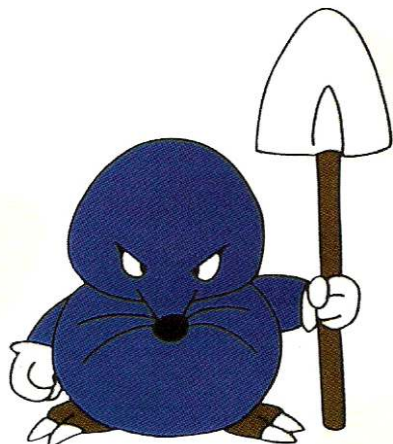
Requirements: You must have cleared the Reflection Gate.

Round #	Image	Monsters	HP	Skills
Round 1		Centasaur	320	FireSlash, RainSlash, StopSpell
		Orochi	300	FireSlash, QuadHits, Scorching
		Swordgon	250	BladeD, CleanCut, RainSlash
Round 2		Andreal	340	Infermost, Poisonair, Surround
		Unicorn	220	Antidote, HealAll, Revive
		MadDragon	220	EvilSlash, LureDance, Massacre
Round 3		MetalKing	8	Zap
		Coatol	300	BoltSlash, EvilSlash, Explodet
		RainHawk	380	MegaMagic, StrongD, Surge

The Ultimate Challenge— Fight the Master Monster Tamer!

Requirement: Clear the Starry Night Tournament

Image	Monsters	HP	Skills
	GoldSlime	900	HealUs, Revive, Surge
	Divinegon	6,500	EvilSlash, Focus, Hellblast
	Rosevine	1,800	DeMagic, Imitate, StormWind



How to Read the Monster Entries

Within these crowded pages you'll find all of the information you need to create your own super-powerful monsters. All 215 monsters are chronicled here, along with their genealogies, skills, and whereabouts in the world of *Dragon Warrior Monsters*. The following is a quick primer to help you understand how the information for each monster is presented.

Monster Family

The monsters in this compendium are divided by family. The order of the families is:

SLIME
DRAGON
BEAST
BIRD
PLANT
BUG
DEVIL
ZOMBIE
MATERIAL
???

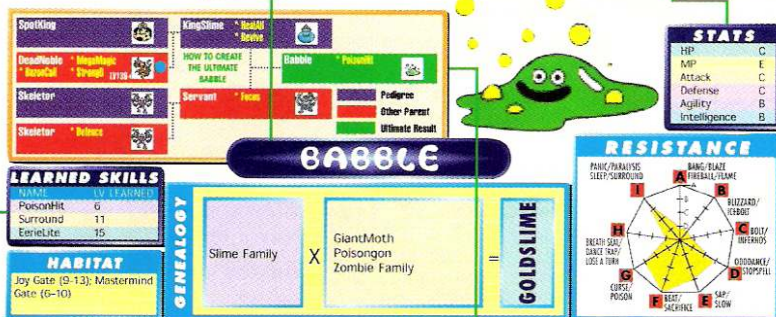
Within each family, the monsters are listed alphabetically.

Monster Species

This is the monster's species. Within each family of Monsters, there are many different types or species. Like all pets, you can give each of your monsters a name when you breed them or catch one in the wild.

Stats

The monster's basic stats (HP, MP, Attack, Defense, Agility, and Intelligence) are rated from A (highest) to E (lowest).



Learned Skills

Monsters learn these special skills naturally in the wild. The levels provided at which the monster learns the skill are estimates only. Your monster should learn the skills listed at the levels provided, depending upon its other stats. See the Special Skills List later in the guide for more information about special skill requirements. Monsters bred in captivity learn the skills that their parents and grandparents learned in addition to the ones listed.

Habitat

This is where you can find the monster. Most monsters are found in the various Traveler's Gates. The floors on which the monster can be found are listed in parentheses. Some monsters can only be lured away from Foreign Masters, while others cannot be found in the wild—you'll have to breed those monsters from scratch!

Genealogy

These recipes tell you how to breed the monster in question. Some are pretty simple, while others require you to choose from a range of monsters. The first monster listed in the equation sets the pedigree. Choose this monster first when asked by the Master Monster Tamer! If the first monster listed is an entire family, it means you can use *any* member of that family when breeding. Remember, some monsters cannot be created through breeding.

How to Create the Ultimate Monster

These genealogy flowcharts explain how to create the ultimate version of the monster in question. Starting with the grandparents, breed the monsters listed at the recommended levels with the recommended skills. The monsters in the purple boxes set the pedigree and must be chosen first when breeding. Follow the charts exactly to end up with a monster that has the highest stats possible and the best skills available. The levels associated with the Blue Dot indicate the combined total of your party's experience levels needed so that the monster in question will appear when you battle Foreign Masters. For example, a monster marked with • LV 139+ will show up in Foreign Master battles once your party's combined levels equal 139 or higher. Monsters are given these designations to ensure that they have the specific skills and stats needed to create and ultimate monster.

Magic Resistance

This circular graph shows the monster's resistance to the various types of battle skills. The degrees of resistance are shown by the marks on the spokes of the circle. The letters represent level of resistance as follows:

- A Invulnerable
- B Strong Resistance
- C Normal Resistance
- D Weak Resistance

The closer the shaded area is to the center of the circle, the more vulnerable the monster is to that type of magic. The lettered spokes represent the following types of magic spells/skills:

- A Bang, Blaze, Fireball, Flame (Fire-based magic)
- B Blizzard and IceBolt (Ice-based magic)
- C Bolt and Infernos (Wind and Thunder-based magic)
- D OddDance and StopSpell (Magic blocking or theft spells)
- E Sap and Slow (Agility and Defense lowering spells)
- F Beat and Sacrifice (Instant Knock-out spells)
- G Curse and Poison
- H Breath Seal, Dance Trap, and Lose A Turn
- I Panic, Paralysis, Sleep, and Surround (Immobilization spells)

SpotKing *HealAll *Revive LV99-118

DeadVoble *MegaMagic *StrongD LV139+

Skeleton *Defence

KingSlime *HealAll *Revive

Babble *PoisonHit

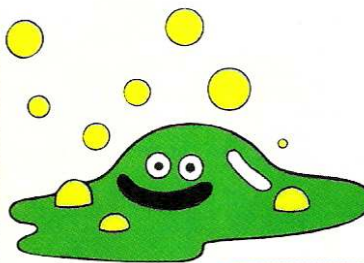
Servant *Focus

HOW TO CREATE THE ULTIMATE BABBLE

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	E
Attack	C
Defense	C
Agility	B
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
PoisonHit	6
Surround	11
EerieLite	15

HABITAT

Joy Gate (9-13); Mastermind Gate (6-10)

GENEALOGY

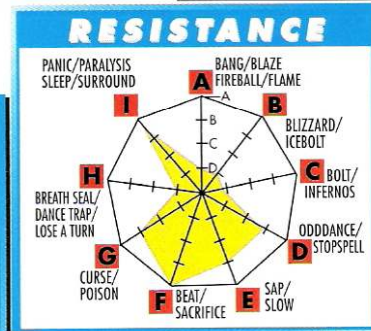
Slime Family

X

GiantMoth
Poisonong
Zombie Family

=

BABBLE



SpotKing *HealAll *Revive LV99-118

DeadNoble *MegaMagic *StrongD LV139+

StoneMan *HealUsAll *Meditate LV79-98

ZapBird *Hellblast

KingSlime *HealAll *Revive

BoxSlime

HOW TO CREATE THE ULTIMATE BOXSLIME

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	B
Attack	D
Defense	D
Agility	B
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Blaze	2
Upper	3
Ramming	13

HABITAT

Medal Gate (1-18); Mastermind Gate (11-20)

GENEALOGY

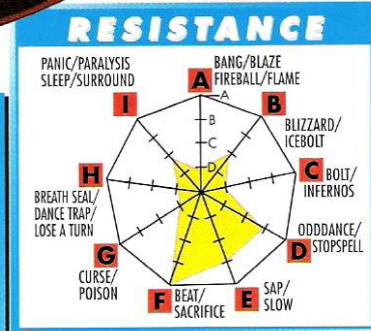
Slime Family

X

Material Family

=

BOXSLIME



KingSlime *HealAll *Revive LV99-118

Roboster *Focus LV139+

SkyDragon LV99-118

Orochi *Defeat *Quadrills LV139+

SlimeBorg

DrakSlime

HOW TO CREATE THE ULTIMATE DRAKSLIME

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	B
Attack	D
Defense	C
Agility	C
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
SuckAir	18
BeDragon	28

HABITAT

Stable Gate (6-11); Mastermind Gate (6-10); Anger Gate (9-10); Strength Gate (6-10)

GENEALOGY

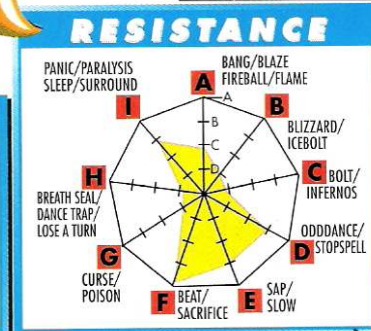
Slime Family

X

Dragon Family

=

DRAKSLIME



• = This is a monster that you should obtain from a Foreign Master
 ○ = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills (○/X) have been learned
 x = This is a skill that can be forgotten after the skill has been learned



DRAGON WARRIOR MONSTERS



STATS	
HP	A
MP	E
Attack	C
Defense	D
Agility	C
Intelligence	B



KingSlime * EvilSlash LV99-118	RockSlime * StrongD
StoneMan * StopSpell * BazooCall * Meditate LV99-118	HOW TO CREATE THE ULTIMATE FANGSLIME
SuperTen LV78-98	FangSlime
Andreal * Revive * Surge * PoisonGas LV119-138	Trumpeter
	Pedigree
	Other Parent
	Ultimate Result

FANGSLIME

LEARNED SKILLS	
NAME	LV LEARNED
ChargeUp	15
WarCry	15
CallHelp	18

HABITAT

Peace Door (8—Boss);
Foreign Master

GENEALOGY	
Slime Family	X
Almiraj DarkHorn GulpBeast KingLeo MadCat Trumpeter	=
	FANGSLIME

KingSlime * HealAll * Revive LV99-118	SpotKing
DeadNoble * HealUsAll * MegaMagic LV139+	HOW TO CREATE THE ULTIMATE GOLDSLIME
IceMan * StrongD LV19-38	GoldSlime * Surge * BigBang
LavaMan * Guardian LV79-98	GoldGolem * Meditate I
	Pedigree
	Other Parent
	Ultimate Result

GOLDSLIME

LEARNED SKILLS	
NAME	LV LEARNED
Surge	24
BigBang	37
Chance	41

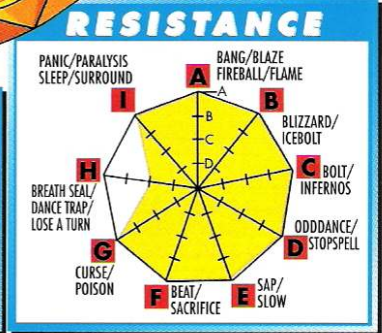
HABITAT

This monster can only be
created through breeding.

GENEALOGY	
MetalKing	X
KingSlime MetalKing SpotKing	X
	GoldGolem
	=
	GOLDSLIME



STATS	
HP	E
MP	A
Attack	D
Defense	A
Agility	A
Intelligence	A



SpotKing * MouthShot	SpotSlime
Trumpeter * DanceShot LV139+	HOW TO CREATE THE ULTIMATE HEALER
KingSlime * Revive * EvilSlash LV99-118	Healer * HealAll * HealUsAll
FaceTree * StopSpell * MagicWall LV59-78	MadPlant
	Pedigree
	Other Parent
	Ultimate Result

HEALER

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
Upper	3
HealUs	21

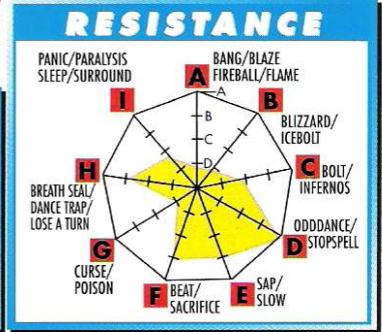
HABITAT

Beginning Gate (5—Boss)

GENEALOGY	
Slime Family	X
Copycat FunkyBird MadPlant PillowRat	=
	HEALER



STATS	
HP	C
MP	D
Attack	C
Defense	C
Agility	C
Intelligence	A



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills (•/x) have been learned
x = This is a skill that can be forgotten after the skill has been learned



Slime * MegaMagic

Copycat * MagicWall
LV50-70

Servant * Curse
* Focus
LV130+

Andreal * Surge
LV110-130

Healer * HealUsAll

KingSlime * Revive

DracoLord * Meditate

HOW TO CREATE THE ULTIMATE KINGSLIME

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	D
Attack	D
Defense	D
Agility	C
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
Vivify	15
Barrier	19

HABITAT

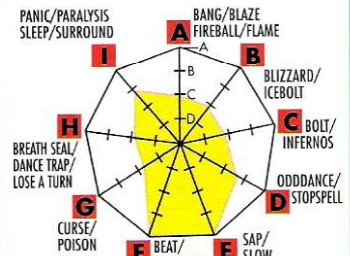
Medal Gate (19—Boss who cannot be recruited); Foreign Master

GENEALOGY

Slime	X	Slime (+5 and up)
Slime Family	X	??? Family
SpotKing	X	BattleRex Gigantes Unicorn Centasaur GreatDrak WhipBird DeadNoble KingLeo WhiteKing Divinegon MadCondor ZapBird

KINGSLIME

RESISTANCE



FangSlime * YellHelp

MetalDrak * EvilSlash
LV110-130

RockSlime * StrongD

MetalDrak * BigRip LV130+
* Chance * PamDance

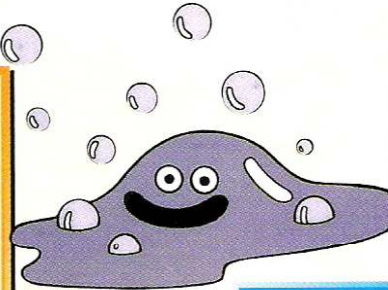
Metaly

Metabble * Explodet

Metaly * Defeat

HOW TO CREATE THE ULTIMATE METABBLE

Pedigree
Other Parent
Ultimate Result



STATS	
HP	E
MP	A
Attack	D
Defense	A
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Sacrifice	2
Firebal	4
Bang	5

HABITAT

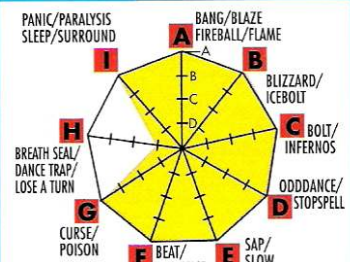
Mastermind Gate (21-29); Foreign Master

GENEALOGY

Metaly	X	Metaly
--------	---	--------

METABBLE

RESISTANCE



KingSlime * BazonCall
* HealAll
LV90-110

DeadNoble * MegaMagic
* StrongD
LV130+

Andreal * Revive
* Surge
LV110-130

StoneMan * StopSpell
* Meditate
LV90-110

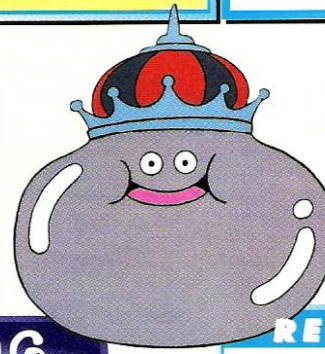
SpotKing

MetalKing

MetalDrak

HOW TO CREATE THE ULTIMATE METALKING

Pedigree
Other Parent
Ultimate Result



STATS	
HP	E
MP	A
Attack	D
Defense	A
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Bolt	7
Ironize	16
Hellblast	35

HABITAT

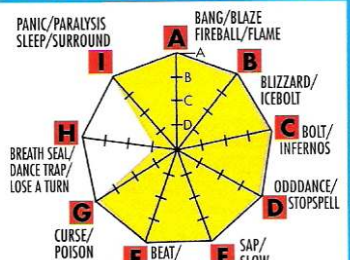
Foreign Master

GENEALOGY

Metabble	X	Metabble
KingSlime SpotKing	X	MetalDrak

METALKING

RESISTANCE



DRAGON WARRIOR MONSTERS

RockSlime * StrongD

GulpBeast * WarCry x
LV119-139

StoneMan * Meditate
* BazoCall LV99-119

Andreal * Revive
* PoisonAir * Surge LV119-139

FangSlime * YellHelp

HOW TO CREATE THE ULTIMATE METALY

MetalDrak

Metaly * LifeSong I

Pedigree

Other Parent

Ultimate Result



STATS	
HP	E
MP	A
Attack	C
Defense	A
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Blaze	2
IceBolt	6
Beat	17

HABITAT

Well Gate (9-11);
Mastermind Gate (1-5);
Foreign Master

GENEALOGY

Slime Family

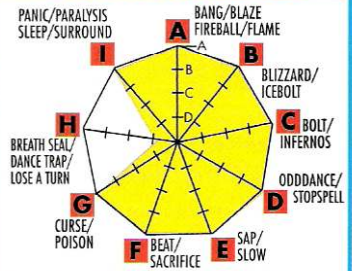
X

MetalDrak

=

METALY

RESISTANCE



SpotKing * QuadHits
LV1-18

DeadNoble * MegaMagic
* BazoCall

CurseLamp * TwinHits

HornBeet LV139+

KingSlime * HealAll
* Revive

HOW TO CREATE THE ULTIMATE ROCKSLIME

RockSlime * StrongD

StoneMan * Meditate

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	B
Attack	D
Defense	C
Agility	B
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
StrongD	15
RockThrow	17
HighJump	21

HABITAT

Mastermind Gate (11-29);
Labyrinth Gate (1-22)

GENEALOGY

Slime Family

X

BombCrag
DeadNite
Digster
Golem
StoneMan

=

ROCKSLIME

RESISTANCE



Slime * MegaMagic

Orc * Revive

IronTurt * BazoCall * StrongD
* Guardian * Meditate I LV59-79

Servant * Focus
* Curse LV139+

SlimeNite * HealAll

HOW TO CREATE THE ULTIMATE SLABBIT

Slabbit

Skullroo

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	E
Attack	D
Defense	C
Agility	B
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Whistle	5
LegSweep	7
SideStep	10

HABITAT

Arena—Left Gate (6-15);
Mastermind Gate (11-20)

GENEALOGY

Slime Family

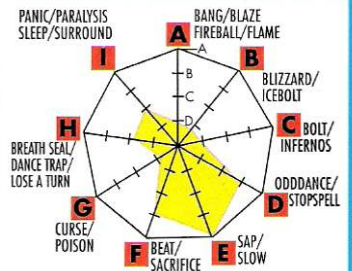
X

Skullroo

=

SLABBIT

RESISTANCE



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

I = This is a skill that this monster learns once the required skills (•/x) have been learned
x = This is a skill that can be forgotten after the skill has been learned



Slime

RockSlime * StrongB

KingSlime * Revive
* Evil Slash LV99-118

ChopClown * Meditate
* TwinHits * Focus LV139+

HOW TO CREATE THE ULTIMATE SLIME

SlimeNite * HealAll

Pedigree
Other Parent
Ultimate Result

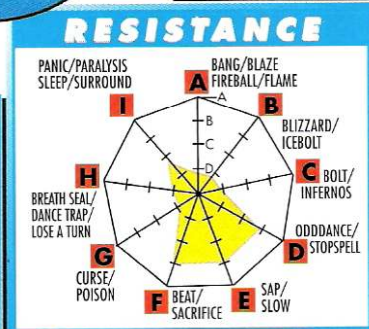
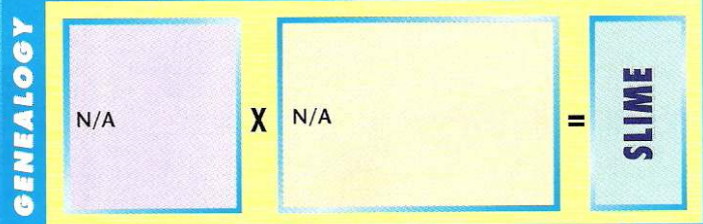


STATS	
HP	D
MP	C
Attack	D
Defense	C
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Fireball	4
Radiant	13
MegaMagic	39

HABITAT

Mastermind Gate (1-5);
Beginning Gate (1-4)



SpotKing

DeadNoble * MegaMagic * BazoCall
* Strong * Defeat LV139+

Gismo * FireAir * FrigidAir * PoisonAir
* LV29-58

Trumpeter * Explode x LV139+

KingSlime * HealAll * Revive

HOW TO CREATE THE ULTIMATE SLIMEBORG

SlimeBorg

Roboster * DigBang

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	C
Attack	D
Defense	D
Agility	B
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Lightning	11
BladeD	15
RainSlash	16

HABITAT

Reflection Gate (1-15);
Mastermind Gate (21-29);
Foreign Master



SpotKing * QuadHits LV1-18

ZapBird * HellBlaze

ChopClown * TwinHits * Meditate * Focus LV139+

DeadNoble * HealAll * StrongB LV139+

KingSlime * Revive

HOW TO CREATE THE ULTIMATE SLIMENITE

SlimeNite

GateGuard

Pedigree
Other Parent
Ultimate Result

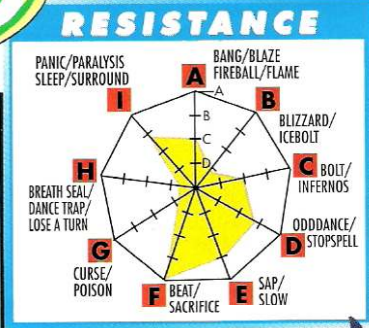
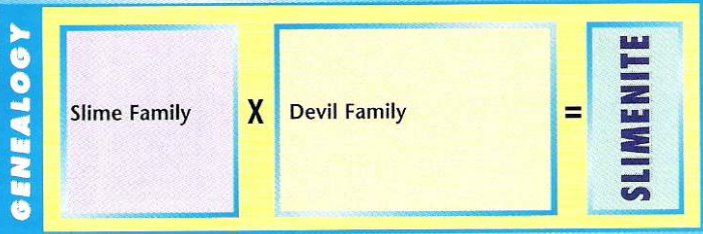


STATS	
HP	D
MP	E
Attack	D
Defense	D
Agility	C
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
Upper	3
BeastCut	13

HABITAT

Mastermind Gate (11-20);
Temptation Gate (1-19);
Foreign Master



SpotKing

DeadNoble * StrongB * Defeat
BazooCall * HealUsAll
LV139+

KingSlime * HealAll * Revive

HOW TO CREATE THE ULTIMATE SNAILY

Snaily

GiantWorm * GigaSlash I

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	B
Attack	C
Defense	D
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
IceBolt	6
NumbOff	9
CallHelp	18

HABITAT

Joy Gate (1-5); Mastermind Gate (6-10)

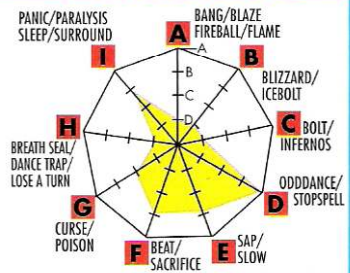
GENEALOGY

Slime Family

X Bug Family

=
SNAILY

RESISTANCE



Slime * MegaMagic

SpotSlime * LushLicks

HOW TO CREATE THE ULTIMATE SPOTKING

SpotKing

BoxSlime * BlazeMist x

SpotSlime * GigaSlash I * FireSlash x

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	C
Attack	C
Defense	C
Agility	C
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
NapAttack	8
CleanCut	13
MouthShut	18

HABITAT

Judgment Gate (1-24); Mastermind Gate (21-29); Foreign Master

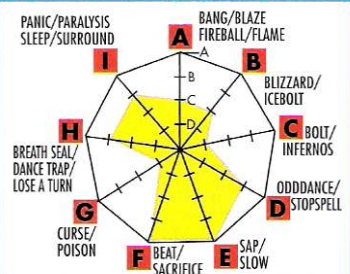
GENEALOGY

SpotSlime
KingSlime
MetalKing

X SpotSlime
BattleRex MadCondor
Centasaur Unicorn
Divinegon WhipBird
Gigantes WhiteKing
GreatDrak ZapBird
KingLeo

=
SPOTKING

RESISTANCE



SpotKing

KingSlime * HealAll * Revive

HOW TO CREATE THE ULTIMATE SPOTSLIME

SpotSlime

IronTurt * BazooCall * StrongB * Guardian * Meditate I
LV59-78

Coategon

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	E
Attack	C
Defense	E
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
LushLicks	8
CallHelp	18
Imitate	22

HABITAT

Bazaar Gate (1-3); Peace Gate (1-3); Bewilder Gate (1-5); Memories Gate (3-4); Mastermind Gate (1-5)

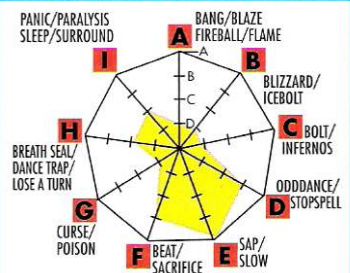
GENEALOGY

Slime Family

X Beast Family

=
SPOTSLIME

RESISTANCE



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills (•/x) have been learned
 x = This is a skill that can be forgotten after the skill has been learned



SpotKing * QuadHits LV1-10

DeadNoble * BazooCall * StrongD LV139+

FaceTree * StopSpell * MagicWall LV50-70

FunkyBird LV99-110

KingSlime * HealAll * Revive

HOW TO CREATE THE ULTIMATE TREESLIME

TreeSlime

HerbMan * Focus

Pedigree

Other Parent

Ultimate Result

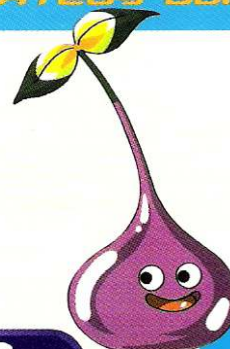
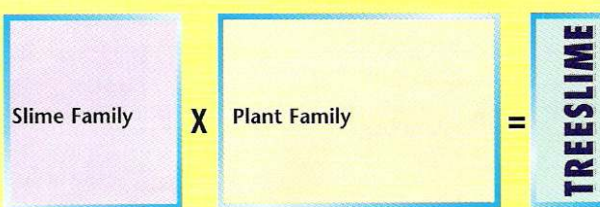
LEARNED SKILLS

NAME	LV LEARNED
Sap	5
Paralyze	10
SleepAir	11

HABITAT

Well Gate (4-5); Mastermind Gate (1-5); Strength Gate (1-3, 6-10)

GENEALOGY



SpotKing

KingSlime * HealAll * Revive

HOW TO CREATE THE ULTIMATE WINGSLIME

WingSlime

Phoenix

Pedigree

Other Parent

Ultimate Result

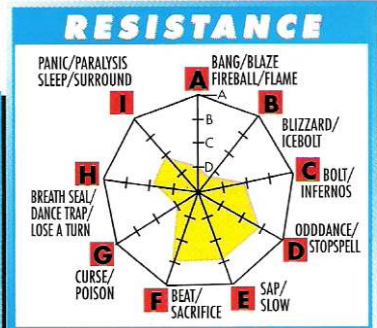
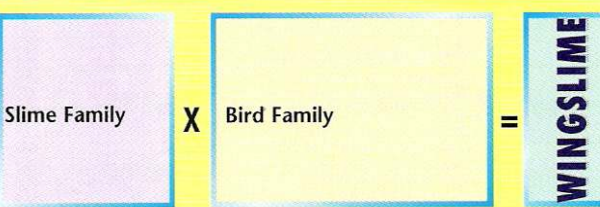
LEARNED SKILLS

NAME	LV LEARNED
TailWind	12
SquallHit	13
WindBeast	14

HABITAT

Arena—Left Gate (1-5); Mastermind Gate (6-10)

GENEALOGY



LizardMan * EvilSlash * GigaSlash

Phoenix LV99-110

ArcDemon * Exploit

DeadNoble * MegaMagic * StrongD LV139+

SkyDragon * MultiCut

HOW TO CREATE THE ULTIMATE ANDREAL

Andreal * PoisonAir

Lionex * HealAll

Pedigree

Other Parent

Ultimate Result

LEARNED SKILLS

NAME	LV LEARNED
Infernos	3
PoisonGas	10
Surround	11

HABITAT

Old Man's Gate (21-29); Foreign Master

GENEALOGY



SLIME FAMILY

DRAGON FAMILY



DRAGON WARRIOR MONSTERS

LizardMan * GigaSlash

Phoenix * HealAll
* MagicWall
LV39-58

Trumpeter * DanceShut
* Explode!
LV139+

Balzak * Thordain
LV139+

SkyDragon

HOW TO CREATE THE ULTIMATE BATTLEREX

BattleRex * EvilSlash

KingLeo * QuadHits

Pedigree

Other Parent

Ultimate Result

STATS	
HP	C
MP	D
Attack	A
Defense	D
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
MetalCut	13
EvilSlash	16

HABITAT	
Anger Gate (11—Boss); Foreign Master	

GENEALOGY

Dragon Family

X

EvilArmor
KingLeo
Lionex
MadKnight
Ogre

=

BATTLEREX



SkyDragon * MultiCut
* Revive
LV99-118

Orochi * Rustle
* QuadHits
LV139+

StoneMan * Meditate

RockSlime * StrongB

Divinegon * BigBang

HOW TO CREATE THE ULTIMATE CHAMELGON

Chamelgon * PalsyAir

VooDoll

Pedigree

Other Parent

Ultimate Result

STATS	
HP	C
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Paralyze	10
PanicAll	13
PalsyAir	17

HABITAT	
Old Man's Gate 6-10; Labyrinth Gate 1-5	

GENEALOGY

Dragon Family

X

Voodoo

=

CHAMELGON



LizardMan * GigaSlash

Phoenix * HealAll

Roboster * Focus
LV139+

Digster * StrongB
LV119-139

SkyDragon * MultiCut

HOW TO CREATE THE ULTIMATE COATOL

Coatal * EvilSlash

StoneMan * Guardian
* Meditate

Pedigree

Other Parent

Ultimate Result

STATS	
HP	A
MP	D
Attack	D
Defense	D
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Bang	5
BoltSlash	12
EvilSlash	16

HABITAT	
This monster can only be created through breeding.	

GENEALOGY

WingSnake
BattleRex
Gasgon
LizardMan
Pteranod
SkyDragon

X

WingSnake
Copycat
DarkHorn
MadKnight
StoneMan

=

COATAL



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills (•/x) have been learned
x = This is a skill that can be forgotten after the skill has been learned



HOW TO CREATE THE ULTIMATE CRESTPENT

SkyDragon * Revive LV99-118

Orochi * Hurtle * QuadHits LV139+

BigRoost

ZapBird * HellBlast * UltraDown * DanceShut LV99-118

Divinegon * Meditate * BigBang

Crestpent

BigRoost

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	E
Attack	D
Defense	E
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
PoisonHit	6
StopSpell	10
BeDragon	29

HABITAT

Bazaar Gate 1-3; Old Man's Gate 1-5; Peace Gate1-7

GENEALOGY

Dragon Family

X

BigRoost

=

CRESTPENT



HOW TO CREATE THE ULTIMATE DIVINEGON

LizardMan * EvilSlash * GigaSlash

Phoenix * HealAll LV19-50

Andreal * Revive * Surge LV119-139

MedusaEye

SkyDragon

Divinegon * Meditate * BigBang

Orochi * QuadHits

Pedigree

Other Parent

Ultimate Result



STATS	
HP	A
MP	A
Attack	A
Defense	C
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FrigidAir	4
Meditate	27
BigBang	37

HABITAT

This monster can only be created through breeding.

GENEALOGY

SkyDragon

X

Orochi

=

DIVINEGON



HOW TO CREATE THE ULTIMATE DRAGON

BattleRex * EvilSlash * Hurtle LV99-118

RockSlime * StrongB

Andreal * Revive * Surge LV119-139

SpotKing * QuadHits LV1-18

DragonKid * Dodge

Dragon * SuckAll

DragonKid

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	E
Attack	D
Defense	D
Agility	D
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
FireSlash	12
SuckAll	14

HABITAT

Villager Gate 5—Boss; Foreign Master

GENEALOGY

DragonKid

X

DragonKid

=

DRAGON



DRAGON WARRIOR MONSTERS



STATS	
HP	B
MP	E
Attack	C
Defense	E
Agility	E
Intelligence	E

SkyDragon * Revive
LV99-118

Divinegon * BigBang
* Meditate

Orochi * Hustle
* QuadHits LV139+

HOW TO CREATE THE ULTIMATE DRAGONKID

DragonKid * Dodge

Slime * MegaMagic

RockSlime * StrongD

Pedigree
Other Parent
Ultimate Result

Stoneman
LV79-93

DRAGONKID

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
SleepAir	11
Dodge	19

HABITAT

Bazaar Gate 4-5; Old Man's Gate 1-5; Peace Gate 4-5; Bewilder Gate 1-2; Memories Gate 1-2

GENEALOGY

Dragon Family

X

Slime Family

=

DRAGONKID



SkyDragon * Revive
LV99-118

Divinegon * BigBang
* Meditate

Orochi * Hustle
* QuadHits LV139+

HOW TO CREATE THE ULTIMATE FAIRYDRAK

FairyDrak * SickLick

HornBeet * Meditate
LV139+

Armorpion * EvilSlash

Pedigree
Other Parent
Ultimate Result

HornBeet

FAIRYDRAK

LEARNED SKILLS	
NAME	LV LEARNED
LushLicks	8
Surround	11
SleepAir	11

HABITAT

Old Man's Gate 6-10; Stable Gate 1-5; Strength Gate 1-5, 9-10; Foreign Master

GENEALOGY

Dragon Family

X

Bug Family

=

FAIRYDRAK



STATS	
HP	C
MP	D
Attack	C
Defense	D
Agility	B
Intelligence	D



SkyDragon * Revive
LV99-118

Divinegon * BigBang
* Meditate

Orochi * QuadHits
LV139+

HOW TO CREATE THE ULTIMATE GASGON

Gasgon

DanceVegi * MouthShut
LV59-78

HerbMan * DanceShut
* Focus

Pedigree
Other Parent
Ultimate Result

GateGuard * ThickFog
LV139+

GASGON

LEARNED SKILLS	
NAME	LV LEARNED
Sacrifice	2
Beserker	15
Farewell	33

HABITAT

Arena—Left Gate 13-15; Old Man's Gate 6-10; Happiness Gate 1-4; Foreign Master

GENEALOGY

Dragon Family

X

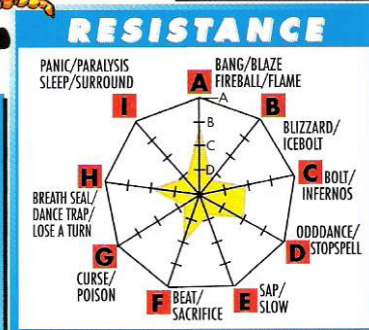
Plant Family

=

GASGON



STATS	
HP	C
MP	D
Attack	D
Defense	C
Agility	D
Intelligence	A



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
x = This is a skill that can be forgotten after the skill has been learned



LizardMan * EvilSlash
Phoenix * MagicWall
SpotKing * QuadHits
DeadNoble * MegaMagic
Strongd * HealUsAll

HOW TO CREATE THE ULTIMATE GREATDRAK

SkyDragon * Revive
KingSlime * HealAll * Revive

GreatDrak

Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	E
Attack	C
Defense	D
Agility	B
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FrigidAir	4
IceSlash	12
SuckAll	14

HABITAT
 Old Man's Gate 21-29;
 Foreign Master

GENEALOGY

Dragon	X	Dragon
DragonKid	X	DragonKid
Dragon Family	X	BattleRex MetalKing Centasaur SpotKing Gigantes Unicorn KingSlime WhipBird ZapBird

GREATDRAK



SkyDragon * Revive
Orochi * QuadHits * LureDance
SlimeBorg
DeadNoble * MegaMagic
Strongd * HealUsAll

HOW TO CREATE THE ULTIMATE KINGCOBRA

Divinegon * Meditate
Babble * EarwLife

KingCobra

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	C
Attack	D
Defense	D
Agility	C
Intelligence	A

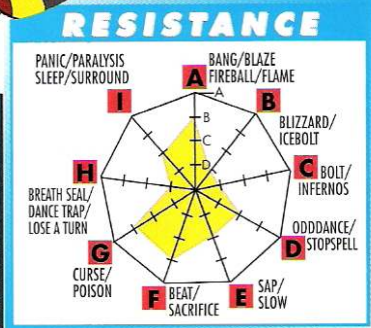
LEARNED SKILLS	
NAME	LV LEARNED
PoisonHit	6
Curse	16
K.O.Dance	21

HABITAT
 Old Man's Gate 6-10;
 Temptation Gate 1-16;
 Foreign Master

GENEALOGY

Dragon Family	X	Babble
---------------	---	--------

KINGCOBRA



SkyDragon * Revive
Orochi * Nustle * LureDance
N/A
N/A

HOW TO CREATE THE ULTIMATE LIZARDFLY

Divinegon * BigBang
LizardFly * WhiteFire
GoHopper

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	C
Attack	C
Defense	C
Agility	B
Intelligence	E

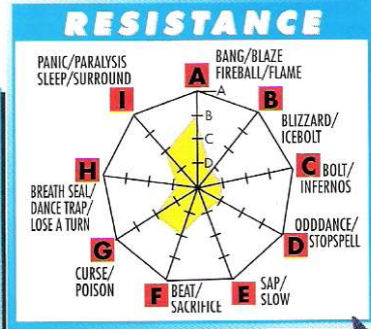
LEARNED SKILLS	
NAME	LV LEARNED
Firebal	4
FireAir	4
WindBeast	14

HABITAT
 Old Man's Gate 11-20;
 Judgment Gate 11-24;
 Foreign Master

GENEALOGY

Dragon Family	X	GoHopper
---------------	---	----------

LIZARDFLY



DRAGON FAMILY

DRAGON WARRIOR MONSTERS

SkyDragon * Revive LV99-118

Orochi * QuadHits LV139+

GateGuard * ThickFog LV139+

IronTurt * StrongB LV139+

Divinegon * BigBang * Meditate

LizardMan * EvilSlash * GigaSlash

Gremlin

HOW TO CREATE THE ULTIMATE LIZARDMAN

Pedigree: ■ Other Parent: ■ Ultimate Result: ■



STATS	
HP	C
MP	B
Attack	D
Defense	D
Agility	E
Intelligence	B

LIZARDMAN

NAME	LV LEARNED
BeastCut	13
EvilSlash	16
GigaSlash	34

HABITAT

Old Man's Gate 11-20;
Reflection Gate 1-20;
Foreign Master

GENEALOGY

Dragon Family X Devil Family

LIZARDMAN



Andreol * Revive * Surge LV119-138

Snapper * Sicklick LV139+

Roboster * Focus LV139+

SuperTen * Hustle

Gasgon

MadDragon * EvilSlash * LureDance

KingLeo * QuadHits

HOW TO CREATE THE ULTIMATE MADDAGON

Pedigree: ■ Other Parent: ■ Ultimate Result: ■



STATS	
HP	D
MP	E
Attack	D
Defense	E
Agility	A
Intelligence	E

MADDAGON

NAME	LV LEARNED
Massacre	13
LureDance	15
EvilSlash	16

HABITAT

Old Man's Gate 21-29;
Foreign Master

GENEALOGY

Dragon Family X GulpBeast
Gasgon X Beast Family

MADDAGON



SkyDragon * Revive LV99-118

ChopClown * Meditate * Focus LV139+

WhipBird * EvilSlash * ThickFog * Hustle LV139+

Slime * MegaMagic LV99-118

LizardMan * GigaSlash

MiniDrak

Picky

HOW TO CREATE THE ULTIMATE MINIDRAK

Pedigree: ■ Other Parent: ■ Ultimate Result: ■



STATS	
HP	D
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	A

MINIDRAK

NAME	LV LEARNED
SandStorm	11
Ramming	13
CallHelp	18

HABITAT

Old Man's Gate 1-5;
Bewilder Gate 1-2; Talisman Gate 1-2

GENEALOGY

Dragon Family X Picky

MINIDRAK



● = This is a monster that you should obtain from a Foreign Master
○ = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills ○/x have been learned
x = This is a skill that can be forgotten after the skill has been learned



SkyDragon * Revive LV99-118

DeadNoble * HealUsAll * MegaMagic * StrongD LV139+

DarkEye * TwinHits LV1-18

Servant * Focus * WhiteFire LV139+

Andreal

Orochi * QuadHits

MedusaEye

HOW TO CREATE THE ULTIMATE OROCHI

Pedigree
Other Parent
Ultimate Result

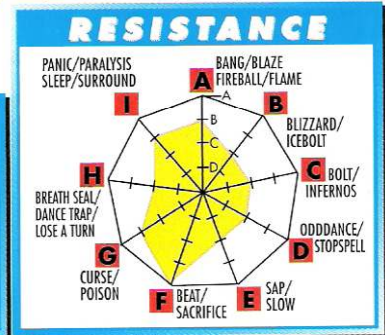
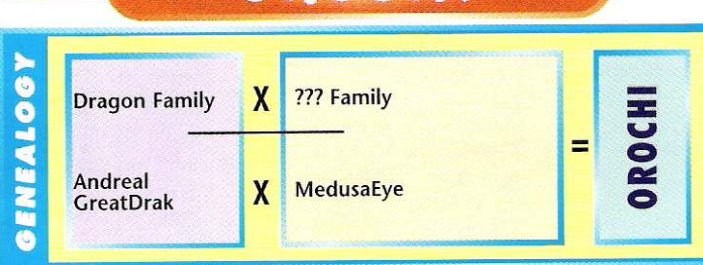


STATS	
HP	C
MP	D
Attack	C
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
FireSlash	12
BiAttack	20

HABITAT

Library Gate 25—Boss, who cannot be recruited;
Foreign Master



SkyDragon * Revive LV99-118

Orochi * QuadHits LV139+

DeadNoble * HealUsAll * MegaMagic * StrongD LV139+

BombCrag * Surge LV99-118

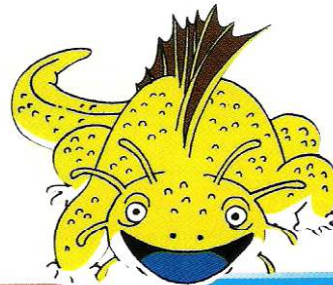
Divinegon * BigBang * Meditate

Poisongon

Shadow

HOW TO CREATE THE ULTIMATE POISONGON

Pedigree
Other Parent
Ultimate Result

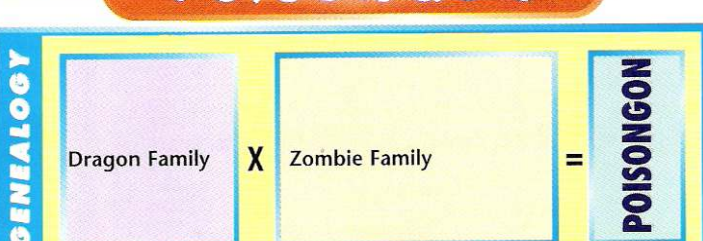


STATS	
HP	D
MP	D
Attack	D
Defense	D
Agility	D
Intelligence	E

LEARNED SKILLS	
NAME	LV LEARNED
PoisonHit	6
LushLicks	8
PoisonGas	10

HABITAT

Old Man's Gate 1-5; Anger Gate 1-8



SkyDragon * Revive LV99-118

Orochi LV139+

Blizzardy * SickLick LV79-98

Phoenix * MagicWall LV39-58

Divinegon * BigBang * Meditate

Pteranod

RainHawk * MegaMagic * StrongD * Surge

HOW TO CREATE THE ULTIMATE PTERANOD

Pedigree
Other Parent
Ultimate Result

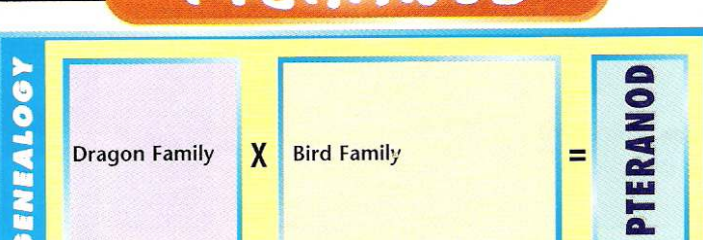


STATS	
HP	D
MP	C
Attack	C
Defense	E
Agility	C
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
Firebal	4
TailWind	12
WindBeast	14

HABITAT

Old Man's Gate 6-10;
Wisdom Gate 1-14



DRAGON WARRIOR

MONSTERS



STATS	
HP	D
MP	E
Attack	C
Defense	D
Agility	B
Intelligence	E

SkyDragon * Revive
LV99-118

Orochi * QuadHits
LV139+

LandOwl * Surge
LV139+

GateGuard * ThickFog
LV139+

Divinegon * BigBang
* Meditate

HOW TO CREATE THE ULTIMATE RAYBURN

MadCondor * HealAll
* MultiCut

Rayburn

Pedigree

Other Parent

Ultimate Result

RAYBURN

LEARNED SKILLS	
NAME	LV LEARNED
PoisonHit	6
VacuSlash	12
DevilCut	13

HABITAT

Old Man's Gate 21-29;
Foreign Master

GENEALOGY

Dragon Family	X	MadCondor	
LizardMan	X	FaceTree GateGuard Gigantes GoatHorn Lionex	MadCat Trumpeter WingSlime
			= RAYBURN



STATS	
HP	D
MP	C
Attack	D
Defense	D
Agility	A
Intelligence	A

Orochi * QuadHits
* Hustle * LureDance
LV139+

GateGuard * ThickFog
LV139+

LandOwl * Surge
LV39-58

IronTurt * StrongB
LV58-78

LizardMan * EvilSlash
* GigaSlash

HOW TO CREATE THE ULTIMATE SKYDRAGON

Phoenix

SkyDragon

Pedigree

Other Parent

Ultimate Result

SKYDRAGON

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
SuckAir	18
MultiCut	29

HABITAT

Wisdom Gate 15—Boss who
cannot be recruited; Foreign
Master

GENEALOGY

Dragon Family	X	Phoenix	
			= SKYDRAGON



STATS	
HP	D
MP	C
Attack	D
Defense	C
Agility	E
Intelligence	E

LizardMan * EvilSlash
* GigaSlash

Phoenix * HealAll
LV19-50

HornBeet * Meditate
LV139+

DarkCrab * MagicWall

SkyDragon * MultiCut
* WhiteFire

HOW TO CREATE THE ULTIMATE SPIKEOUS

ArmyCrab

Spikerous * RockThrow

Pedigree

Other Parent

Ultimate Result

SPIKEOUS

LEARNED SKILLS	
NAME	LV LEARNED
Beserker	15
RockThrow	17
Kamikaze	19

HABITAT

Old Man's Gate 21-29;
Foreign Master

GENEALOGY

Dragon Family	X	ArmyCrab Digster	
			= SPIKEOUS



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
x = This is a skill that can be forgotten after the skill has been learned



HOW TO CREATE THE ULTIMATE SWORDGON

SKYDRAGON * Revive (LV99-118)  **DIVINEGON** * Meditate (LV99-118) 

OROCHI * QuadHits * Hustle (LV139+)  **SWORDGON** 

ICELMAN * StrongD (LV19-38)  **GOLDGOLEM** * BigBang * Surge 

LAVALMAN * Guardian (LV79-98, 99-118, 39-58) 

LEGEND:
 Pedigree
 Other Parent
 Ultimate Result



STATS	
HP	C
MP	E
Attack	C
Defense	D
Agility	E
Intelligence	E

LEARNED SKILLS	
NAME	LV LEARNED
CleanCut	13
BladeD	15
RainSlash	16

HABITAT
Old Man's Gate 11-20; Foreign Master

GENEALOGY

Dragon Family

X Material Family

=

SWORDGON



HOW TO CREATE THE ULTIMATE TORTRAGON

SKYDRAGON * Revive (LV99-118)  **DIVINEGON** * Meditate * BigBang (LV99-118) 

OROCHI * Hustle (LV139+)  **TORTRAGON** 

UNICORN * LureDance * Guardian (LV119-138)  **GULPBEAST** * QuadHits 

ROBOSTER * Focus (LV139+) 

LEGEND:
 Pedigree
 Other Parent
 Ultimate Result



STATS	
HP	D
MP	C
Attack	C
Defense	D
Agility	D
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Lightning	11
Ironize	16
MagicBack	17

HABITAT
Old Man's Gate 11-20; Library Gate 11-24

GENEALOGY

Dragon Family

X Beast Family

=

TORTRAGON



HOW TO CREATE THE ULTIMATE WINGSSNAKE

SKYDRAGON * MultiCut * Revive (LV99-118)  **CRESTPENT** * StopSpell 

BIGROOST * Dodge  **WINGSSNAKE** * PoisonAir 

OROCHI * LureDance * QuadHits (LV139+)  **CRESTPENT** 

BIGROOST 

LEGEND:
 Pedigree
 Other Parent
 Ultimate Result



STATS	
HP	D
MP	C
Attack	D
Defense	C
Agility	B
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
PoisonGas	10
SquallHit	13
HighJump	21

HABITAT
Old Man's Gate 11-20; Foreign Master

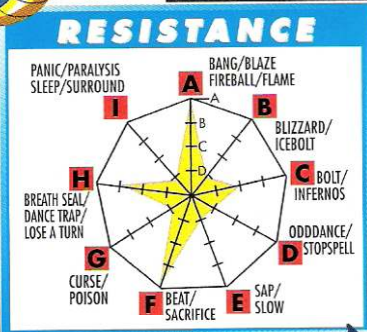
GENEALOGY

Crestpent

X Crestpent

=

WINGSSNAKE



DRAGON WARRIOR MONSTERS

Roboster •Focus •HealAll LV139+	KingLeo
Trumpeter	Almiraj •SleepAll
SkyDragon •Revive LV99-119	Divinegon •BigBang •Meditate
Orochi •Defeat •LureDance LV139+	

HOW TO CREATE THE ULTIMATE ALMIRAJ

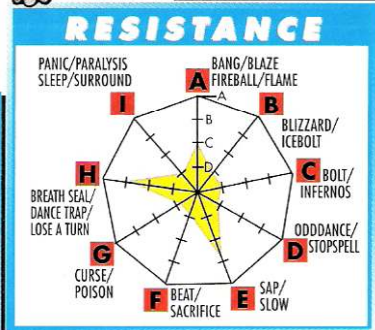
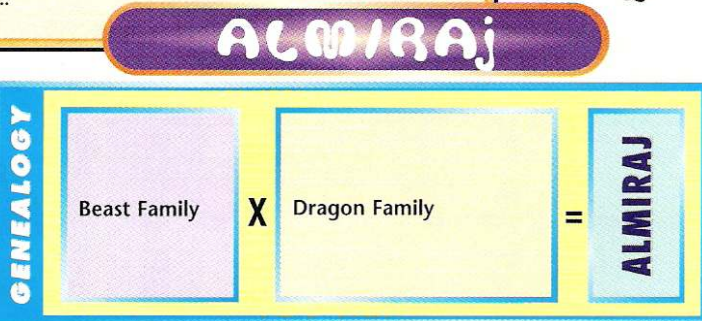
Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	E
Attack	D
Defense	C
Agility	B
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
Sleep	5
Beserker	15
ChargeUp	15

HABITAT	
Arena—Right Gate 1-5; Well Gate 1-5; Peace Gate 4-7	



Goategon •HealAll LV69-79	Saccer •PalsyAir
Digster •StrongD LV119-139	Anteater
SkyDragon •Revive LV99-119	Divinegon •BigBang •Meditate
Orochi •Defeat •LureDance LV139+	

HOW TO CREATE THE ULTIMATE ANTEATER

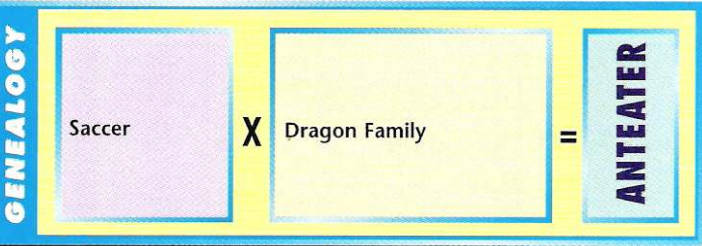
Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	E
Attack	C
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
LushLicks	8
MetalCut	13
SquallHit	13

HABITAT	
Beginning Gate 1-4; Villager Gate 1-2; Talisman Gate 1-2	



Roboster •HealUsAll LV119-139	KingLeo •QuadHits
Unicorn •HealAll •Revive	BigEye
ChopClown •Focus •Meditate •Twinklits LV139+	EyeBall
Digster •StrongD LV119-139	

HOW TO CREATE THE ULTIMATE BIGEYE

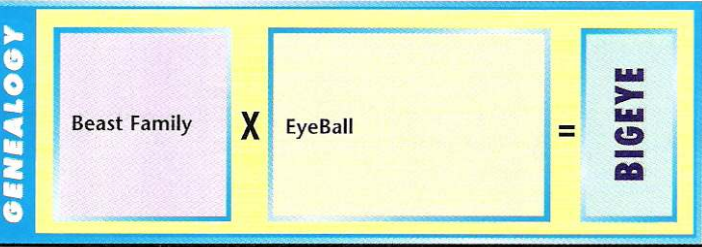
Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	C
Attack	D
Defense	C
Agility	D
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
FrigidAir	4
IceBolt	6

HABITAT	
Bravery Gate (9—Boss who cannot be recruited); Foreign Master	



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

I = This is a skill that this monster learns once the required skills (•/x) have been learned
x = This is a skill that can be forgotten after the skill has been learned



HOW TO CREATE THE ULTIMATE CATFLY

Roboster *Focus LV139+ KingLeo
 Trumpeter LV119-138
 Blizzardy LV79-98
 Phoenix *HealAll *MagicWall LV39-58

Rainhawk *MegaMagic *StrongB
 Cattly *Stopspell

Pedigree
 Other Parent
 Ultimate Result



STATS	
HP	C
MP	B
Attack	D
Defense	C
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Slow	4
StopSpell	10
OddDance	11

HABITAT
 Arena—Right Gate 1-5;
 Anger Gate 1-10

GENEALOGY

Beast Family

X Bird Family

= CATFLY



HOW TO CREATE THE ULTIMATE DARKHORN

Roboster *HealAll LV119-138 KingLeo *QuadHits
 Unicorn *LureDance *HealAll LV119-138
 Servant *Focus LV139+
 Andreal *Revive *Surge LV119-138

DracoLord *Meditate
 Darkhorn

Pedigree
 Other Parent
 Ultimate Result



STATS	
HP	C
MP	E
Attack	D
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Sleep	5
StopSpell	10
PsycheUp	13

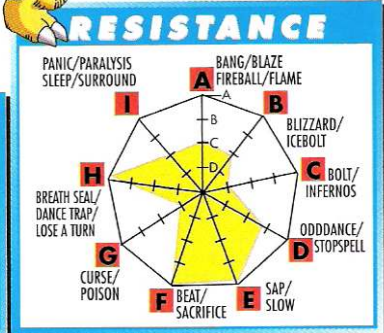
HABITAT
 Labyrinth Gate (26—Boss who may be recruited)

GENEALOGY

Beast Family

X ??? Family

= DARKHORN



HOW TO CREATE THE ULTIMATE FAIRYRAT

Roboster *Focus LV139+ KingLeo
 Unicorn *LureDance *HealAll LV119-138
 Andreal *Revive *PoisonAir *Surge LV119-138
 GoHopper *YellHelp

FairyRat *SlowAll
 LizardFly

Pedigree
 Other Parent
 Ultimate Result



STATS	
HP	C
MP	E
Attack	D
Defense	D
Agility	A
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
Slow	4
Surround	11
SlimeBlow	13

HABITAT
 Bazaar Gate 1-3; Arena—
 Right Gate 1-5; Memories
 Gate 3-4

GENEALOGY

Beast Family

X LizardFly

= FAIRYRAT



DRAGON WARRIOR MONSTERS



Roboster •Focus LV139+	KingLeo
Unicorn •HealAll •Revive	Goategon
WingSnake •Defense LV59-78	LizardMan •EvilSlash •GigaSlash
ChopClown •Meditate •TwinHits LV139+	

STATS	
HP	D
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	E

GOATEGON

LEARNED SKILLS	
NAME	LV LEARNED
Firebal	4
Slow	4
SleepAir	11

HABITAT

Arena—Right Gate 11-20;
Foreign Master

GENEALOGY

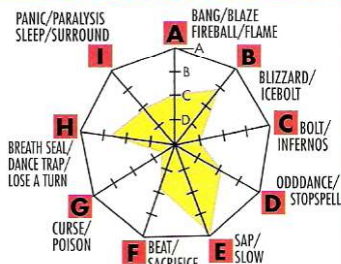
Beast Family

X

DrakSlime
LizardMan

GOATEGON

RESISTANCE



Roboster •Focus LV139+	KingLeo •QuadHits
Unicorn •HealAll •Revive	Grizzly
CurseLamp •TwinHits	StoneMan •Meditate
Digster •Hustle •Strong LV119-139	

STATS	
HP	D
MP	E
Attack	A
Defense	E
Agility	A
Intelligence	E

GRIZZLY

LEARNED SKILLS	
NAME	LV LEARNED
LegSweep	7
TwinSlash	9
SquallHit	13

HABITAT

Arena—Right Gate 11-20;
Reflection Gate 6-28;
Foreign Master

GENEALOGY

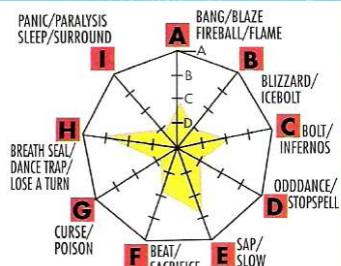
Beast Family

X

Devil Family
Golem
IceMan
LavaMan
MetalDrak
Roboster
StoneMan

GRIZZLY

RESISTANCE



Grizzly •HealAll LV19-39	Trumpeter
WhipBird •Bazooka •QuadHits •ThickFog LV119-139	GulpBeast
SkyDragon •Revive LV99-119	Divinegon •BigBang •Meditate
Orochi •LureBance LV139+	

STATS	
HP	C
MP	E
Attack	A
Defense	D
Agility	D
Intelligence	E

GULPBEAST

LEARNED SKILLS	
NAME	LV LEARNED
Ramming	13
Massacre	13
WarCry	15

HABITAT

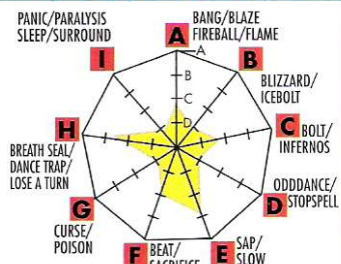
Arena—Right Gate 21-26;
Foreign Master

GENEALOGY

Grizzly	X	Devil Family
BigEye	X	Dragon Family
Trumpeter	X	
IronTurt	X	Golem
Grizzly	X	IceMan
Unicorn	X	LavaMan
WildApe	X	MetalDrak
Grizzly	X	DeadNoble
Trumpeter	X	Digster
WildApe	X	Skeler

GULPBEAST

RESISTANCE



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
x = This is a skill that can be forgotten after the skill has been learned



Roboster *Focus LV138+

KingLeo *QuadHits

Trumpeter

AmberWeed *MagicWall *Twinklits

Unicorn *HealAll *Revive

Hammerman *EvilSlash

Stubsuck *SleepAll

HOW TO CREATE THE ULTIMATE HAMMERMAN

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	D
Attack	C
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
ChargeUp	15
EvilSlash	16
Kamikaze	19

HABITAT

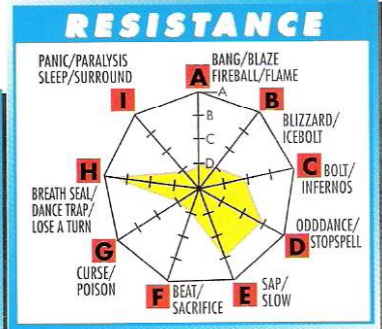
Arena—Right Gate 11–20;
Judgment Gate 1–24;
Foreign Master

GENEALOGY

Beast Family

X Stubsuck

HAMMERMAN



Roboster *Focus *HealAll LV138+

KingLeo *QuadHits

Unicorn *Revive

KingCobra *Curse *Twinklits LV139-58

Trumpeter

IronTurt *Guardian x *Meditate ! *StrongD

HOW TO CREATE THE ULTIMATE IRONTURT

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	E
Attack	C
Defense	C
Agility	E
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Cover	6
StrongD	15
MagicBack	17

HABITAT

Arena—Right Gate 21–26;
Foreign Master

GENEALOGY

Beast Family

X Tortragon

IRONTURT



Grizzly *HealAll LV19-38

Trumpeter

WhipBird *ThickFog

IceMan *StrongD LV19-38

LavaMan *Curse *Guardian x LV78-88

KingLeo

GoldGolem *Bazooka *BigBang *Meditate ! *Surge

HOW TO CREATE THE ULTIMATE KINGLEO

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	D
Attack	C
Defense	C
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Firebal	4
FrigidAir	4
BiAttack	20

HABITAT

This monster can only be created through breeding.

GENEALOGY

Roboster

X

DarkHorn
MadCat
Trumpeter

GulpBeast
SuperTen
Unicorn

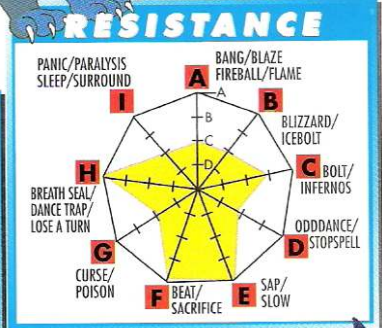
Trumpeter

X

Balzak
MetalDrak

GoldGolem
Trumpeter

KINGLEO



DRAGON WARRIOR MONSTERS

HOW TO CREATE THE ULTIMATE MADCAT

Unicorn •HealAll •Guardian X •Revive LV119-139	GulpBeast •Meditate I
DeadNoble •BazeoCall •HealAll •NagaMagic •Strength LV139+	MadCat •LegSweep
DragonKid	Dragon
DragonKid	

LEGEND:
 Pedigree
 Other Parent
 Ultimate Result

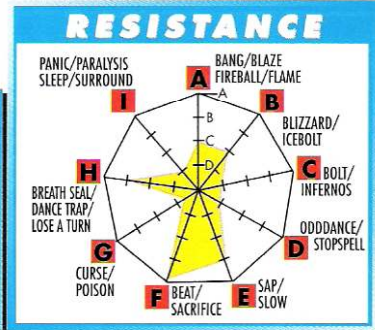
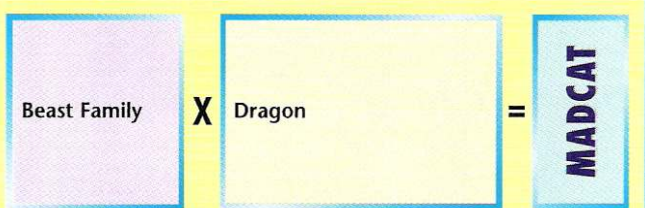


STATS	
HP	D
MP	E
Attack	C
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
LegSweep	7
VacuSlash	12
SquallHit	13

HABITAT	
Memories Gate (5—Boss); Foreign Master	

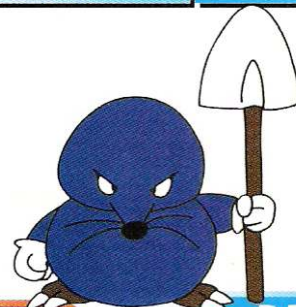
GENEALOGY



HOW TO CREATE THE ULTIMATE MADGOPHER

Roboster •Focus LV139+	KingLeo •QuadHits
Unicorn •HealAll •Revive	MadGopher
StoneMan •BazeoCall •Meditate •StopSpell LV99-119	SabreMan
Phoenix •MagicWall LV39-59	

LEGEND:
 Pedigree
 Other Parent
 Ultimate Result

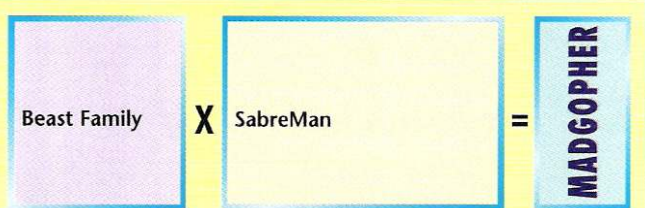


STATS	
HP	D
MP	D
Attack	C
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
BirdBlow	13
ZombieCut	13
ChargeUp	15

HABITAT	
Arena—Right Gate 6-10; Arena—Left Gate 1-15	

GENEALOGY



HOW TO CREATE THE ULTIMATE MOMMONJA

Roboster •Focus LV139+	KingLeo
Unicorn •HealAll •Revive	Mommonja
WhipBird •BazeoCall •EvilSlash •ThickFog LV139+	DuckKite •Curse
HornBeet •Meditate LV139+	

LEGEND:
 Pedigree
 Other Parent
 Ultimate Result

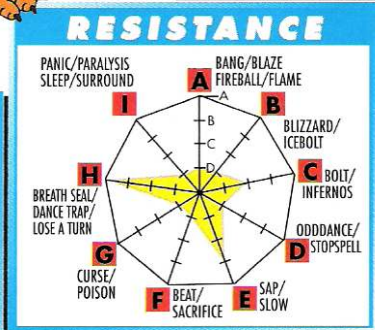
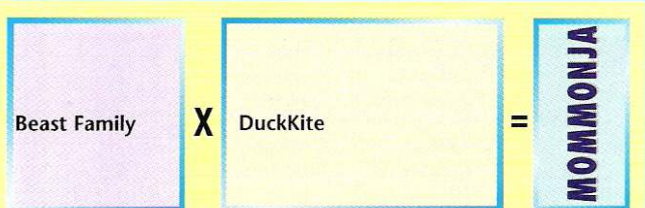


STATS	
HP	D
MP	C
Attack	D
Defense	D
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
IceBolt	6
LureDance	15
MouthShut	18

HABITAT	
Arena—Right Gate 6-10; Temptation Gate 1-12	

GENEALOGY



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

I = This is a skill that this monster learns once the required skills •/x have been learned
 x = This is a skill that can be forgotten after the I skill has been learned



Roboster *Focus *QuadHits LV139+

Trumpeter *DanceShot LV139+

TreeBoy *HealAll *Revive LV1-18

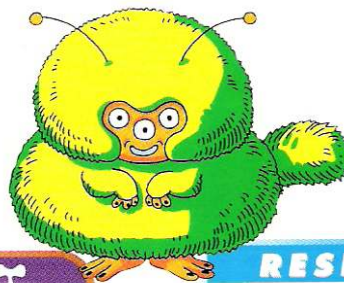
ArcDemon *BoltSlash *FireSlash *IceSlash *VaccuSlash LV19-38

KingLeo *QuadHits

PillowRat *YellHelp

Gulpple *EggSlash I *SleepAll

Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	C
Attack	C
Defense	C
Agility	C
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
SideStep	10
Ramming	13
CallHelp	18

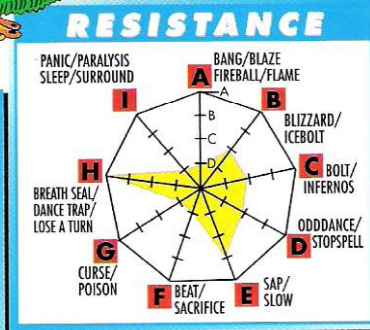
HABITAT
Arena—Right Gate 1-5;
Memories Gate 1-2;
Villager Gate 3-4

GENEALOGY

Beast Family

X Plant Family

PILLOWRAT



Roboster *Focus LV139+

Unicorn *HealAll *LureDance *Revive LV119-138

HornBeet LV138+

HornBeet *Meditate LV138+

KingLeo *QuadHits

Saccer *PalsyAir

Armorpion *EvoSlash

Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	E
Attack	C
Defense	C
Agility	E
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Upper	3
PsycheUp	13
PalsyAir	17

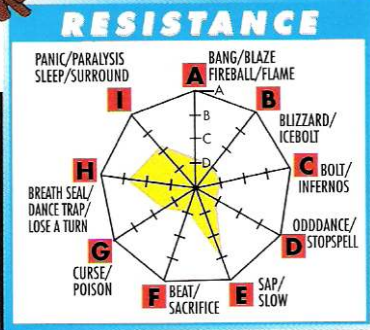
HABITAT
Arena—Right Gate 6-10,
Joy Gate 1-12

GENEALOGY

Beast Family

X Bug Family

SACCR



Roboster *Focus LV139+

Trumpeter

DeadNoble *BazooCall *HealAll *StrongD *MegaMagic LV138+

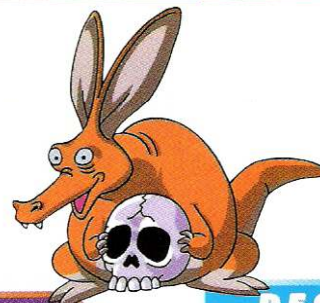
Andreall *Revive *Surge

KingLeo *QuadHits

Skullroo

WhiteKing

Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	B
Attack	C
Defense	C
Agility	B
Intelligence	E

LEARNED SKILLS	
NAME	LV LEARNED
DrakSlash	13
PaniDance	14
ChargeUp	15

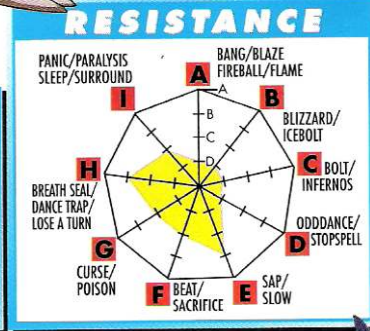
HABITAT
Arena—Right Gate 1-5;
Stable Gate 1-11

GENEALOGY

Beast Family

X Zombie Family

SKULLROO



DRAGON WARRIOR

MONSTERS



STATS	
HP	C
MP	E
Attack	D
Defense	C
Agility	A
Intelligence	D

Unicorn	•Revive		HOW TO CREATE THE ULTIMATE SUPERTEN	GulpBeast	
Roboter	•Focus •QuadHits	 LV139+		SuperTen	•K.O.Dance
HornBeet	•Meditate	 LV139+	Lipsy		 Pedigree
DeadNoble	•BazooCall •HealUsAll	 •StrongD LV139+			 Other Parent
					 Ultimate Result

SUPERTEN

LEARNED SKILLS	
NAME	LV LEARNED
Hustle	19
K.O.Dance	21
Imitate	22

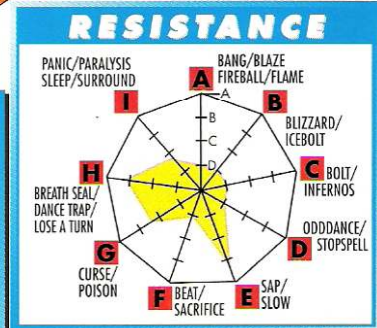
HABITAT





Arena—Right Gate 11–20;
Foreign Master

GENEALOGY

Beast Family	X	Mudron	
GulpBeast	X	Copycat	Demonite
Tonguella	X	FaceTree	FangSlime
		FunkyBird	Gremlin
		JewelBag	Lipsy
		MadDragon	MadPlant
		Mimic	TreeSlime

SUPERTEN



Trumpeter		KingLeo	•QuadHits	
MetalDrak	•BigTrip	HOW TO CREATE THE ULTIMATE TONGUELLA	Tonguella	
LV139+				
SpotKing		KingSlime	•HealAll	Pedigree
			•Revive	Other Parent
DeadNoble	•BazooCall			
•MegaMagic	•StrongD			Ultimate Result
LV139+				

TONGUELLA

LEARNED SKILLS	
NAME	LV LEARNED
NapAttack	8
LushLicks	8
SleepAir	11

HABITAT

Arena—Right Gate 6–10;
Wisdom Gate 1–14

GENEALOGY

Beast Family	X	Slime Family	
--------------	---	--------------	--

TONGUELLA



STATS	
HP	D
MP	E
Attack	D
Defense	C
Agility	A
Intelligence	B



GulpBeast	LV119-138	SuperTen	
FaceTree	•Curse	HOW TO CREATE THE ULTIMATE TRUMPETER	Trumpeter
	•MagicWall		
	•StopSpell		
SkyDragon	•Revive	Divinegon	Pedigree
			Other Parent
Orochi	•Haste		Ultimate Result
	•LureDance		

TRUMPETER

LEARNED SKILLS	
NAME	LV LEARNED
SandStorm	11
Beserker	15
WarCry	15

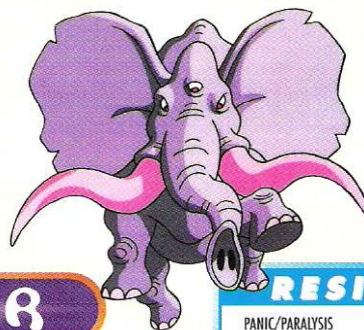
HABITAT

Arena—Right Gate 21–26;
Foreign Master

GENEALOGY

WildApe	X	WildApe	
SuperTen	X	Dragon Family	
Grizzly	X	GulpBeast	LandOwl
Tonguella	X	Yeti	WhipBird
GulpBeast	X		MadCondor
		Balzak	ZapBird
		IceMan	Golem
		MetalDrak	LavaMan
		StoneMan	Roboster

TRUMPETER



STATS	
HP	C
MP	C
Attack	D
Defense	C
Agility	B
Intelligence	B



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills o/x have been learned
x = This is a skill that can be forgotten after the skill has been learned





HOW TO CREATE THE ULTIMATE UNICORN

Grizzly •BazooCall •ThickFog LV119-139	Trumpeter	Unicorn •HealAll •Revive
SpotKing	KingSlime	Pedigree •Other Parent •Ultimate Result
DeadNoble •Defeat •HealAll •MegaMagic •StrongB LV139+		

STATS	
HP	D
MP	D
Attack	D
Defense	D
Agility	A
Intelligence	A

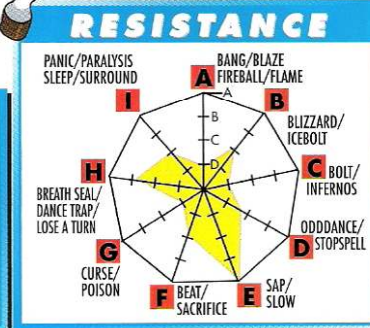
LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
Antidote	6
Vivify	15

HABITAT
Arena—Right Gate 21–26;
Foreign Master

GENEALOGY

Beast Family	X	FangSlime
Goategon		
Grizzly		
GulpBeast		
Tonguella		
Trumpeter		
WildApe		
Yeti		
Slime Family		

= **UNICORN**



HOW TO CREATE THE ULTIMATE WILDAPE

IronTurt •BazooCall •StrongB LV59-78	Almiraj	WildApe
Andreal •PoisonAir •Surge LV119-139	Divinegon •BigBang •Meditate	Pedigree •Other Parent •Ultimate Result
SkyDragon •Revive LV99-119		
Orochi •Hustle LV139+		

STATS	
HP	D
MP	E
Attack	D
Defense	B
Agility	A
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
LegSweep	7
TwinSlash	9
CallHelp	18

HABITAT
Arena—Right Gate 11–20;
Library Gate 6–24; Foreign Master

GENEALOGY

Almiraj	X	Dragon Family
Beast Family	X	MadPecker

= **WILDAPE**



HOW TO CREATE THE ULTIMATE WINDBEAST

Roboster •Focus •HealAll LV139+	KingLeo •QuadHits	WindBeast
Trumpeter •DanceShut LV139+	CurseLamp •TwinHits	Pedigree •Other Parent •Ultimate Result
StoneMan •BazooCall •Meditate •StopSpell LV99-119		
WingTree		

STATS	
HP	D
MP	D
Attack	D
Defense	D
Agility	B
Intelligence	B

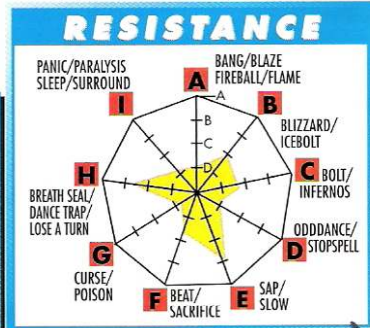
LEARNED SKILLS	
NAME	LV LEARNED
Infernos	3
IceBolt	6
VacuSlash	12

HABITAT
Arena—Right Gate 6–10;
Arena—Left Gate 9–15

GENEALOGY

CatFly	X	Bird Family
Beast Family	X	Material Family

= **WINDBEAST**



DRAGON WARRIOR

MONSTERS

Unicorn
•LureDance
•HealAll
•Revive
LV119-130

Tortragon

LizardMan
•GigaSlash

LavaMan
•BazooCall
•Curse
LV79-90

IronTurt
•Meditate I
•Guardian X
•StrongD

HOW TO CREATE THE ULTIMATE YETI

Swordgon

Yeti

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	C
Attack	D
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
IceBolt	6
IceSlash	12
WarCry	15

HABITAT	
Arena—Right Gate (21-26); Foreign Master	

GENEALOGY	
Beast Family	X Orc
Goategon	BattleRex
IronTurt	Gasgon
MadCat	MadDragon
WildApe	Pteranod
	SkyDragon
	Swordgon
= YETI	



BigRoost

ZapBird
•HelMast
•UltraDown
LV99-110

Blizzardy
•Sicklick
LV79-90

Phoenix
•Hustle
LV59-70

BigRoost

HOW TO CREATE THE ULTIMATE BIGROOST

RainHawk
•MegaMagic
•StrongD
•Surge

BigRoost
•BellMagic I

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	E
Attack	D
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
SandStorm	11
VacuSlash	12
Dodge	19

HABITAT	
Bazaar Gate 1-5; Peace Gate 1-3; Bewilder Gate 1-2; Control Gate 1-5	

GENEALOGY	
N/A	X N/A
= BIGROOST	



Blizzardy
LV79-90

Phoenix
LV59-70

Skeletor
•QuadHits
•Focus
LV99-110

KingSlime
•EvilSlash
•HealAll
•Revive
LV99-110

RainHawk
•MegaMagic
•StrongD
•Surge

HOW TO CREATE THE ULTIMATE BLIZZARDY

WhiteKing

Blizzardy

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	E
Attack	C
Defense	C
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FrigidAir	4
IceSlash	12
Beat	17

HABITAT	
Foreign Master	

GENEALOGY	
Bird Family	X
DeadNoble	Skullgon
Goategon	SuperTen
IceMan	Trumpeter
Metabbe	WhiteKing
Metaly	Yeti
Servant	
Skeletor	
= BLIZZARDY	



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

I = This is a skill that this monster learns once the required skills have been learned
 X = This is a skill that can be forgotten after the skill has been learned



Blizzard LV79-93  **RainHawk** *MegaMagic *StrongD *Surge 

Phoenix *Hustle LV50-70  **HOW TO CREATE THE ULTIMATE BULLBIRD**

Roboster *Focus LV139+  **KingLeo** *Quadrants 

Unicorn *HealAll *Revive 

BullBird 

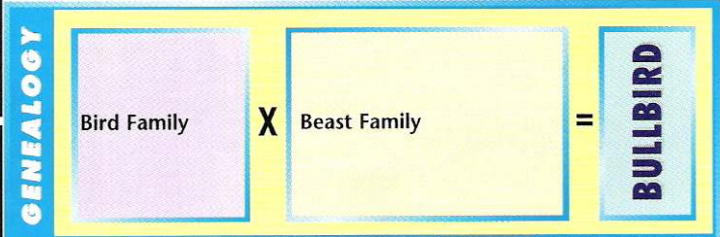
Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	C
Attack	C
Defense	C
Agility	C
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
Ramming	13
Shears	13
ChargeUp	15

HABITAT
Well Gate 6-11; Peace Gate 6-7; Control Gate 1-5; Bravery Gate 6-8



FloraJay *LifeSong  **Picky** 

KingSlime *EvilSlash *HealAll *Revive LV99-110  **HOW TO CREATE THE ULTIMATE DRACKY**

MetalKing *Guardian LV130+  **GoldSlime** *BigBang *Surge 

MetalKing *Hellblast 

Dracky 

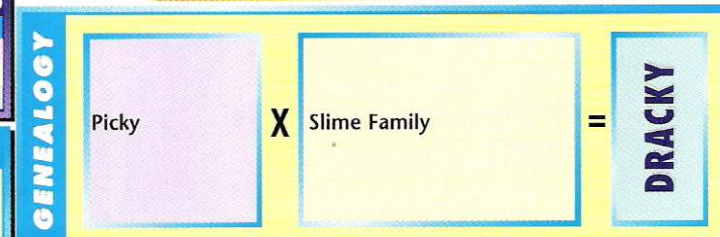
Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	E
Attack	C
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Sleep	5
Antidote	6
RobMagic	8

HABITAT
Control Gate 1-5; Beginning Gate 1-4



Blizzard *SickLick LV79-93  **RainHawk** *MegaMagic *StrongD *Surge 

Phoenix *Hustle *StormWind LV50-70  **HOW TO CREATE THE ULTIMATE DUCKKITE**

HornBeet *Meditate LV139+  **Armorpion** *EvilSlash 

HornBeet 

DuckKite 

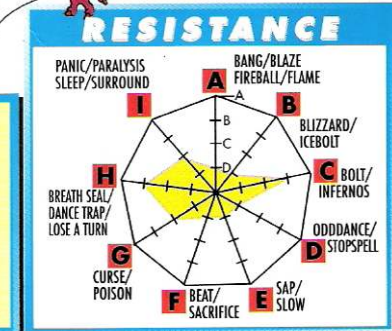
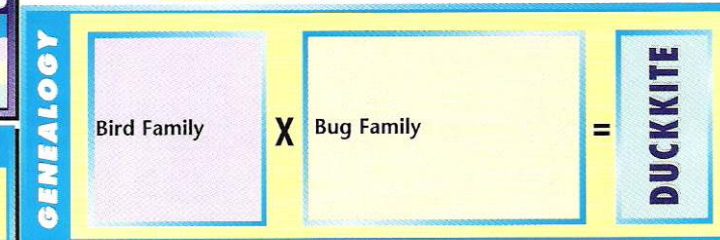
Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	C
Attack	C
Defense	C
Agility	A
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
Sleep	5
PanicAll	13
Curse	16

HABITAT
Control Gate 11-20; Labyrinth Gate 6-22; Foreign Master



BIRD FAMILY

DRAGON WARRIOR MONSTERS



STATS	
HP	D
MP	C
Attack	C
Defense	E
Agility	B
Intelligence	C



Blizzarddy LV79-88 **RainHawk** *MegaMagic *StrongD *Surge

Phoenix LV99-118 **HOW TO CREATE THE ULTIMATE FLORAJAY** **FloraJay** *LifeSong

DanceVegi LV59-78 **HerbMan** *DanceShut *Focus

ChopClown *TwirlDits *Meditate LV139+

Pedigree: Other Parent: Ultimate Result:

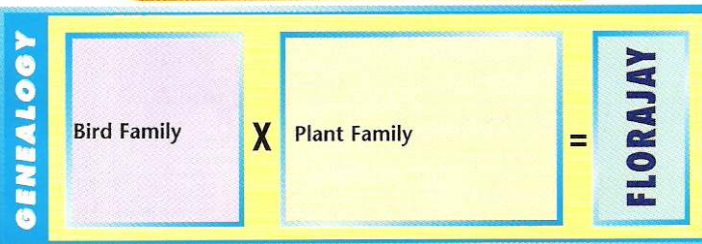
FLORAJAY

LEARNED SKILLS

NAME	LV LEARNED
Speed	2
BeastCut	13
LifeSong	28

HABITAT

Control Gate 6-10; Wisdom Gate 1-14



Blizzarddy *SickLick LV79-88 **RainHawk** *MegaMagic *StrongD *Surge

Phoenix *MagicWall LV39-58 **HOW TO CREATE THE ULTIMATE FUNKYBIRD** **FunkyBird** *Hustle

Snapper *MultiCut LV139+ **DanceVegi**

Facer *LifeDance

Pedigree: Other Parent: Ultimate Result:

FUNKYBIRD

LEARNED SKILLS

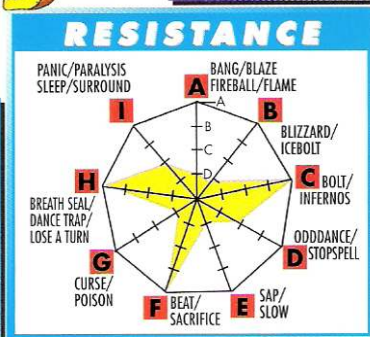
NAME	LV LEARNED
PaniDance	14
Hustle	19
LifeDance	31

HABITAT

Joy Gate 14—Boss; Foreign Master



STATS	
HP	D
MP	D
Attack	C
Defense	C
Agility	B
Intelligence	C



MadCondor *HealUsAll *MultiCut **BullBird**

WildApe *YellHelp LV39-58 **HOW TO CREATE THE ULTIMATE LANDOWL** **LandOwl** *SideStep

Roboster *Focus LV139+ **KingLeo** *QuadHits

Unicorn *HealAll *Revive LV119-138

Pedigree: Other Parent: Ultimate Result:

LANDOWL

LEARNED SKILLS

NAME	LV LEARNED
Infernos	3
SideStep	10
BoltSlash	12

HABITAT

Library Gate 21-24, Control Gate 11-20; Foreign Master



STATS	
HP	D
MP	B
Attack	D
Defense	D
Agility	A
Intelligence	A



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
 x = This is a skill that can be forgotten after the ! skill has been learned



Blizzarddy LV79-98

Phoenix *Hustle LV59-78

Facer *Intermost *LifeSong

WhipBird *EvilSlash LV139+

RainHawk *MegaMagic *StrongD

MadCondor *HealUsAll

CoilBird

HOW TO CREATE THE ULTIMATE MADCONDOR

Pedigree

Other Parent

Ultimate Result

LandOwl X **Devil Family**

Bird Family X **CoilBird**

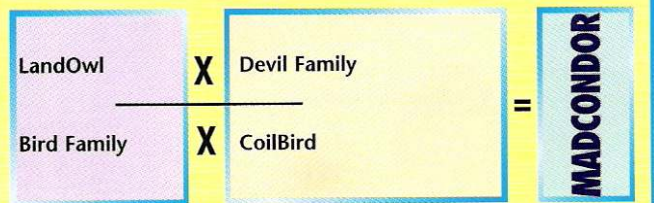


STATS	
HP	D
MP	C
Attack	C
Defense	C
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Firebal	4
HealUs	21
MultiCut	29

HABITAT
Control Gate 21-26

GENEALOGY



LandOwl *Surge LV39-58

ChopClown *Focus *Meditate LV139+

Reaper *YellHelp LV1-18

KingSlime *EvilSlash *HealAll *Revive LV99-118

MadCondor *HealUsAll

MadGoose

Spooky

HOW TO CREATE THE ULTIMATE MADGOOSE

Pedigree

Other Parent

Ultimate Result

Bird Family X **Droll**

LandOwl X **Dragon Family**

MadCondor X **Zombie Family**

Phoenix

Wyvern

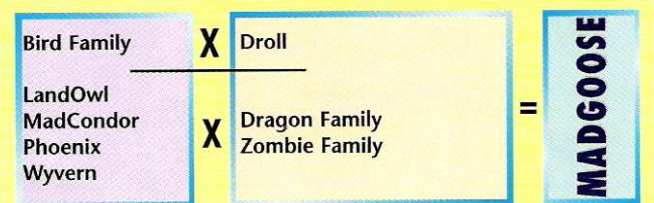


STATS	
HP	C
MP	D
Attack	C
Defense	D
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
OddDance	11
PanicAll	13
LureDance	15

HABITAT
Judgment Gate 1-10, 21-24; Control Gate 11-20

GENEALOGY



Blizzarddy LV79-98

Phoenix *Hustle LV59-78

ChopClown *Focus *Meditate LV139+

RogueNite *EvilSlash

RainHawk *MegaMagic *StrongD

MadPecker

MadKnight *GigaSlash

HOW TO CREATE THE ULTIMATE MADPECKER

Pedigree

Other Parent

Ultimate Result

Bird Family X **Devil Family**

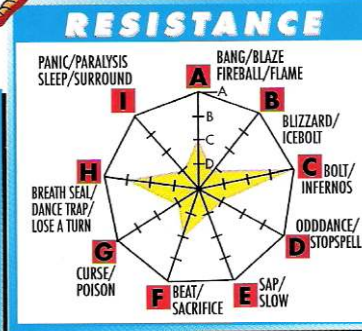
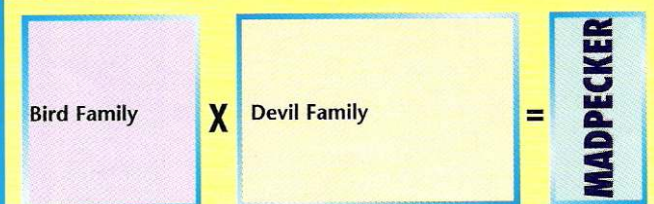


STATS	
HP	C
MP	E
Attack	D
Defense	D
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Infernos	3
Sap	5
VacuSlash	12

HABITAT
Joy Gate 1-8, 13; Control Gate 6-10; Foreign Master

GENEALOGY



BIRD FAMILY



DRAGON WARRIOR MONSTERS

BIRD FAMILY

Blizzardy LV79-98  **RainHawk** *MegaMagic *StrongD 

Phoenix *Hustle LV199-118  **HOW TO CREATE THE ULTIMATE MADRAVEN** **MadRaven** 

Reaper *BanceShut LV1-18  **Spooky**  **Pedigree**  **Other Parent**  **Ultimate Result** 

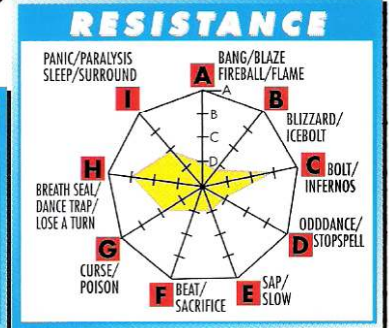
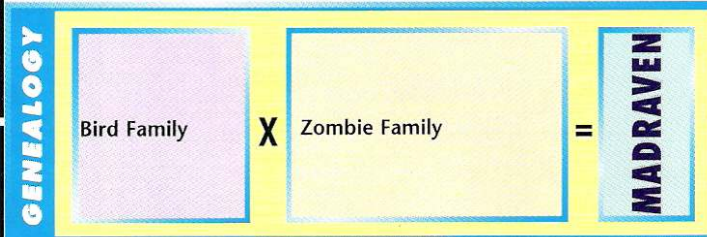
KingSlime *EvilSlash *HealAll LV99-118 



STATS	
HP	D
MP	D
Attack	C
Defense	C
Agility	A
Intelligence	E

LEARNED SKILLS	
NAME	LV LEARNED
TailWind	12
DrakSlash	13
HighJump	21

HABITAT	
Stable Gate 1-8; Control Gate 6-10	



Blizzardy *SickLick LV79-98  **RainHawk** *MegaMagic 

Phoenix *Hustle LV59-78  **HOW TO CREATE THE ULTIMATE MISTYWING** **MistyWing** *Barrier 

IceMan *StrongD LV19-38  **GoldGolem** *BigBang *Surge  **Pedigree**  **Other Parent**  **Ultimate Result** 

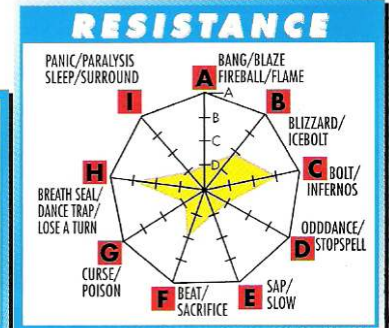
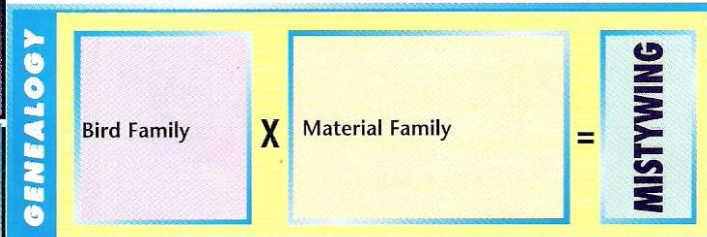
LavaMan *Guardian LV99-118 



STATS	
HP	C
MP	C
Attack	C
Defense	D
Agility	B
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Surround	11
EerieLite	15
Barrier	19

HABITAT	
Control Gate 11-20; Temptation Gate 13-19; Foreign Master	



Blizzardy *SickLick LV79-98  **RainHawk** *MegaMagic *StrongD 

Phoenix *Hustle LV59-78  **HOW TO CREATE THE ULTIMATE PHOENIX** **Phoenix** 

Grendal *Focus LV59-78  **ArcDemon**  **Pedigree**  **Other Parent**  **Ultimate Result** 

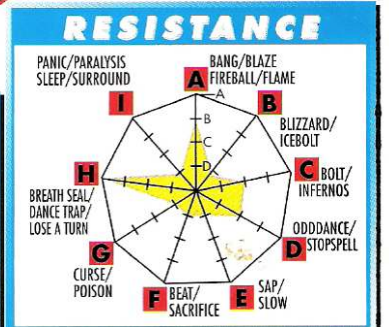
WhipBird *EvilSlash *ThickFog LV139+ 



STATS	
HP	D
MP	D
Attack	D
Defense	C
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
TailWind	12
SquallHit	13

HABITAT	
Foreign Master	



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

• = This is a skill that this monster learns once the required skills • have been learned
 x = This is a skill that can be forgotten after the skill has been learned



Blizzarddy LV79-88  **RainHawk** *MegaMagic *StrongD *Surge 

Phoenix LV99-118  **Picky** 

KingSlime *EviSlash *HealAll *Revive LV99-118  **SpotKing** 

ZapBird *DanceShut *UltraDown LV99-118 

HOW TO CREATE THE ULTIMATE PICKY

Pedigree
 Other Parent
 Ultimate Result




STATS	
HP	C
MP	C
Attack	D
Defense	C
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Sap	5
Surround	11
BugBlow	13

HABITAT
 Memories Gate 3-4;
 Talisman Gate 3-5; Control
 Gate 1-5; Villager Gate 1-2

GENEALOGY

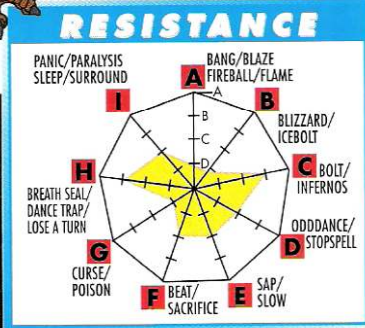
Bird Family

X

Slime Family

=

PICKY



ZapBird *HealBlast *UltraDown LV99-118  **Blizzarddy** 

Servant *Focus LV139+  **RainHawk** *MegaMagic *StrongD *Surge 

MadCondor *HealUsAll *MultiCut  **Phoenix** 

DrakSlime 

HOW TO CREATE THE ULTIMATE RAINHAWK

Pedigree
 Other Parent
 Ultimate Result




STATS	
HP	A
MP	A
Attack	D
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
StrongD	15
Surge	24
MegaMagic	39

HABITAT
 This monster can only be
 created through breeding.

GENEALOGY

Blizzarddy

X

Phoenix

=

RAINHAWK



Blizzarddy *SickLick LV79-88  **RainHawk** *MegaMagic *Surge 

Phoenix *Hustle LV59-78  **StubBird** *TwinHits 

KingSlime *EviSlash LV99-118  **RockSlime** *StrongD 

StoneMan *Meditate 

HOW TO CREATE THE ULTIMATE STUBBIRD

Pedigree
 Other Parent
 Ultimate Result




STATS	
HP	D
MP	C
Attack	D
Defense	D
Agility	B
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
BugBlow	13
RainSlash	16
TwinHits	18

HABITAT
 Happiness Gate 13-17;
 Control Gate 6-10

GENEALOGY

Bird Family

X

RockSlime

=

STUBBIRD



DRAGON WARRIOR MONSTERS



STATS	
HP	A
MP	D
Attack	C
Defense	D
Agility	A
Intelligence	A

LandOwl

•Surge

LV39-59

ChopClown

•Focus

•Meditate

LV139+

Facer

•LifeSong

Andreal

•Revive

LV119-139

MadCondor

•HealUsAll

•MultiCut

HOW TO CREATE THE ULTIMATE WHIPBIRD

WhipBird

•BazeoCall

MetalDrak

Pedigree

Other Parent

Ultimate Result

WHIPBIRD

LEARNED SKILLS	
NAME	LV LEARNED
Ironize	16
TatsuCall	21
ThickFog	23

HABITAT

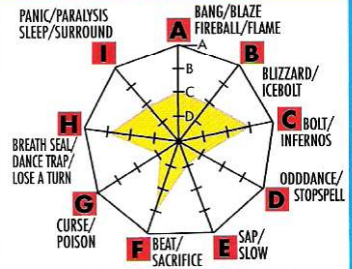
Control Gate 21-26; Foreign Master

GENEALOGY

Bird Family	X	Rayburn	
Blizzardy		Digster	StoneMan
LandOwl		Golem	SlimeBorg
MadCondor	X	MetalDrak	
MadGoose		RockSlime	
Zapbird			

WHIPBIRD

RESISTANCE



Blizzardy

LV79-99

Phoenix

•MagicWall

LV99-119

SkyDragon

•Revive

LV99-119

Orochi

•Hustle

LV139+

RainHawk

•StrongD

•MegaMagic

•Surge

HOW TO CREATE THE ULTIMATE WYVERN

Wyvern

Divinegon

•BigBang

•Meditate

Pedigree

Other Parent

Ultimate Result

WYVERN

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
FrigidAir	4
Sleep	5

HABITAT

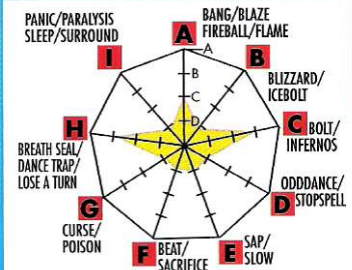
Reflection Gate 11-25; Control Gate 21-26; Foreign Master

GENEALOGY

Bird Family	X	Dragon Family	
-------------	---	---------------	--

WYVERN

RESISTANCE



LandOwl

•Surge

LV39-59

ChopClown

•Focus

•Meditate

LV139+

MadMirror

•RainSlash

LV79-99

DrakSlime

MadCondor

•HealUsAll

•MultiCut

HOW TO CREATE THE ULTIMATE ZAPBIRD

ZapBird

Gismo

Pedigree

Other Parent

Ultimate Result

ZAPBIRD

LEARNED SKILLS	
NAME	LV LEARNED
Lightning	11
BoltSlash	12
Hellblast	35

HABITAT

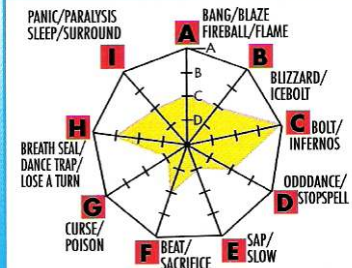
Control Gate 21-26; Foreign Master

GENEALOGY

Bird Family	X	??? Family	
MadCondor			
Phoenix	X	Gismo	
WhipBird			

ZAPBIRD

RESISTANCE



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
 x = This is a skill that can be forgotten after the skill has been learned



TreeBoy *Revive LV1-18

ChopClown *Focus *Meditate LV139+

IceMan *StrongD LV19-33

LavaMan *Guardian LV39-58, 79-118

Culpple

AmberWeed *MagicWall

GoldGolem *BigBang *Surge

HOW TO CREATE THE ULTIMATE AMBERWEED

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	C
Attack	C
Defense	C
Agility	A
Intelligence	A

AMBERWEED

LEARNED SKILLS	
NAME	LV LEARNED
TwinHits	18
Barrier	19
MagicWall	20

HABITAT

Library Gate 1-5;
Demolition Gate 11-20;
Foreign Master

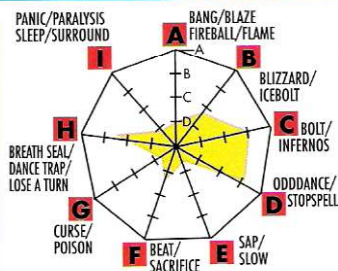
GENEALOGY

Plant Family

X Material Family

=
AMBERWEED

RESISTANCE



TreeBoy *HealAll *Revive LV1-18

LizardMan *EvilSlash *GigaSlash

IronTurt *StrongD *Guardian

Snapper *SickLick LV139+

FireWeed

BeanMan *TwinHits

HOW TO CREATE THE ULTIMATE BEANMAN

PillowRat

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	D
Attack	C
Defense	D
Agility	B
Intelligence	A

BEANMAN

LEARNED SKILLS	
NAME	LV LEARNED
RobMagic	8
MapMagic	11
TwinHits	18

HABITAT

Bazaar Gate 4-5;
Demolition Gate 1-5;
Bravery Gate 1-8

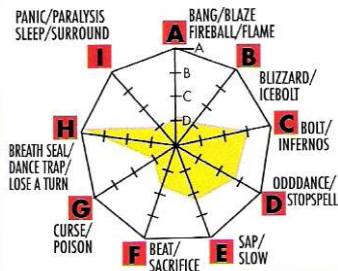
GENEALOGY

Plant Family

X PillowRat

=
BEANMAN

RESISTANCE



DanceVeg *TwinHits *LureDance LV59-78

Centosaur *Revive *StopSpell LV99-118

HornBeet *Meditate LV139+

HornBeet

HerbMan *Focus *DanceShut

CactiBall

HOW TO CREATE THE ULTIMATE CACTIBALL

Armorpion *EvilSlash

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	E

CACTIBALL

LEARNED SKILLS	
NAME	LV LEARNED
Paralyze	10
OddDance	11
HighJump	21

HABITAT

Demolition Gate 11-20;
Labyrinth Gate 1-15;
Foreign Master

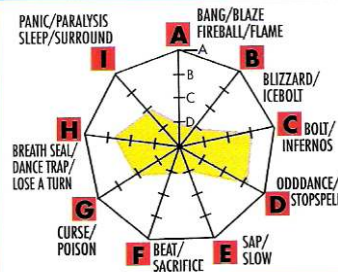
GENEALOGY

Plant Family

X Bug Family

=
CACTIBALL

RESISTANCE



DRAGON WARRIOR

MONSTERS



ManEater •Thornain LV59-78

ChopClown •Focus •Meditate LV139+

Golem •StrongID •Hustle LV79-98

Snapper •SickLick LV139+

Gulpie

DanceVegi •LureDance

HOW TO CREATE THE ULTIMATE DANCEVEGI

Facer •LifeSong

Pedigree

Other Parent

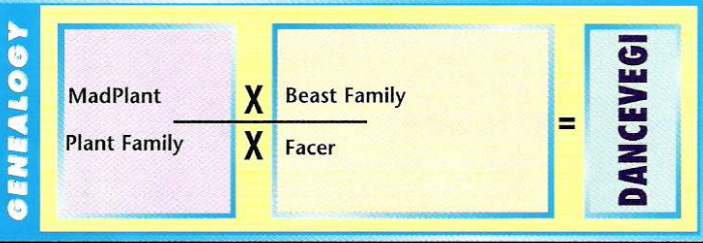
Ultimate Result

LEARNED SKILLS

NAME	LV LEARNED
SideStep	10
LureDance	15
K.O.Dance	21

HABITAT

Demolition Gate 21-28;
Foreign Master



STATS

HP	C
MP	D
Attack	E
Defense	D
Agility	C
Intelligence	A



DanceVegi •MouthShot LV59-78

GateGuard •ThickFog LV139+

KingSlime •Revive •EvilSlash LV99-118

StoneMan •Meditate •Guardian LV99-118

HerbMan •Focus

HOW TO CREATE THE ULTIMATE EVILSEED

EvilSeed

RockSlime •StrongID

Pedigree

Other Parent

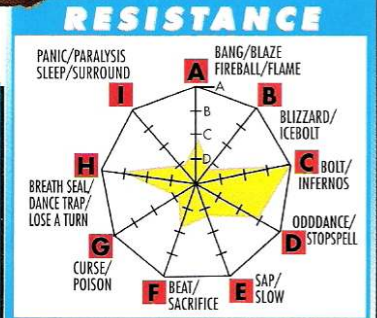
Ultimate Result

LEARNED SKILLS

NAME	LV LEARNED
Paralyze	10
CleanCut	13
Radiant	13

HABITAT

Bewilder Gate 3-5;
Demolition Gate 1-5



STATS

HP	C
MP	C
Attack	C
Defense	E
Agility	E
Intelligence	E



DanceVegi LV59-78

GateGuard •ThickFog LV139+

SkyDragon •Revive LV99-118

Orochi •QuadHits •Hustle LV139+

HerbMan •Focus •DanceShot

HOW TO CREATE THE ULTIMATE FACETREE

FaceTree

Divinegon •BigBang •Meditate

Pedigree

Other Parent

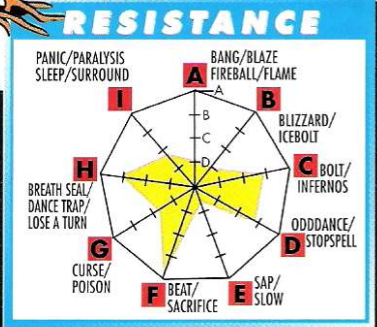
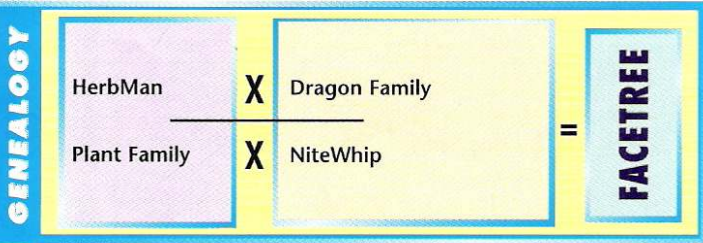
Ultimate Result

LEARNED SKILLS

NAME	LV LEARNED
StopSpell	10
OddDance	11
Curse	16

HABITAT

Bewilder Gate (6—Boss);
Arena—Right Gate 21-26;
Foreign Master



STATS

HP	C
MP	D
Attack	C
Defense	C
Agility	A
Intelligence	A

• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
x = This is a skill that can be forgotten after the skill has been learned





Snapper • Focus • Guardian LV139+

Roboster • Revive LV99-118

Orochi • QuadHits • Hustle LV139+

AmberWeed • TwinHits

Divinegon • BigBang • Meditate

FireWeed

HOW TO CREATE THE ULTIMATE FIREWEED

Pedigree
Other Parent
Ultimate Result

STATS	
HP	D
MP	A
Attack	B
Defense	C
Agility	E
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Blaze	2
DeChaos	7
PalsyAir	17

HABITAT

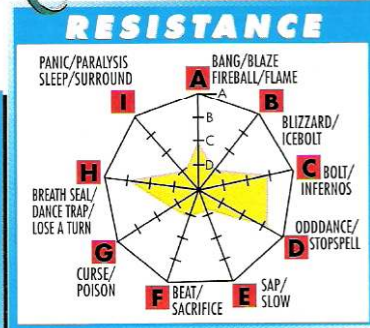
Reflection Gate 11-15;
Demolition Gate 11-28

GENEALOGY

Plant Family

X Dragon Family

=
FIREWEED



ManEater • Thordain • SickLick LV59-78

DeadNoble • MegaMagic • StrongD LV139+

Roboster • Focus LV139+

Unicorn • HealAll • LureDance LV119-139

Toadstool

KingLeo • QuadHits

FloraMan

HOW TO CREATE THE ULTIMATE FLORAMAN

Pedigree
Other Parent
Ultimate Result

STATS	
HP	C
MP	D
Attack	D
Defense	C
Agility	E
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
Firebal	4
Antidote	6
CurseOff	8

HABITAT

Well Gate 1-11;
Demolition Gate 1-5;
Bravery Gate 1-8

GENEALOGY

Plant Family

X Beast Family

=
FLORAMAN



ManEater • Thordain • SickLick LV59-78

DeadNoble • MegaMagic • StrongD LV139+

ChopClown • Focus • Meditate LV139+

ArcDemon • FireSlash • IceSlash • IceSlash • IceSlash • IceSlash LV119-139

Toadstool • MouthShut

Gulpple

HOW TO CREATE THE ULTIMATE GULPPLE

Pedigree
Other Parent
Ultimate Result

STATS	
HP	D
MP	C
Attack	C
Defense	D
Agility	E
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Infernos	3
Sleep	5
NapAttack	8

HABITAT

Joy Gate 1-8; Demolition Gate 6-10

GENEALOGY

Plant Family

X Devil Family

=
GULPPLE



DRAGON WARRIOR

MONSTERS

PLANT FAMILY

Snapper

DanceVegi

Facer

HerbMan

ChopClown

Lionex

LizardMan

Pedigree

HOW TO CREATE THE ULTIMATE HERBMAN

Other Parent

Ultimate Result



STATS	
HP	D
MP	C
Attack	E
Defense	B
Agility	B
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Curse	16
DanceShut	17
Focus	19

HABITAT

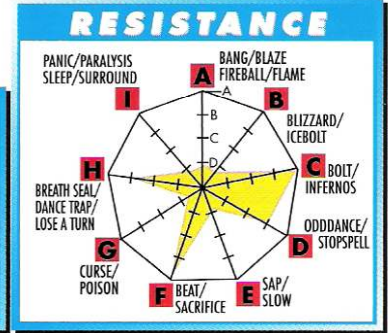
This monster can only be created through breeding.

GENEALOGY

DanceVegi X Devil Family

Plant Family X FunkyBird

HERBMAN



AmberWeed

FireWeed

LizardMan

MadPlant

KingSlime

SpotKing

ZapBird

Pedigree

HOW TO CREATE THE ULTIMATE MADPLANT

Other Parent

Ultimate Result



STATS	
HP	D
MP	C
Attack	C
Defense	D
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Slow	4
Sap	5
NumbOff	9

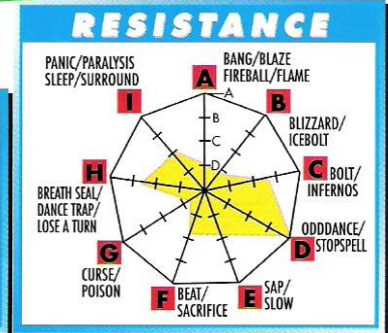
HABITAT

Demolition Gate 6-10

GENEALOGY

Plant Family X Slime Family

MADPLANT



ManEater

EvilSeed

BigEye

ManEater

TreeBoy

EvilSeed

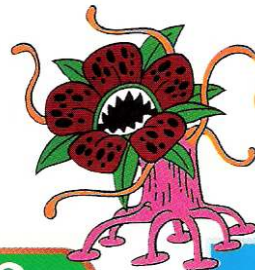
DarkEye

Pedigree

HOW TO CREATE THE ULTIMATE MANEATER

Other Parent

Ultimate Result



STATS	
HP	D
MP	C
Attack	D
Defense	E
Agility	A
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
SleepAir	11
DrakSlash	13
PsycheUp	13

HABITAT

Demolition Gate 21-28; Foreign Master

GENEALOGY

EvilSeed X EvilSeed

MANEATER



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
 x = This is a skill that can be forgotten after the skill has been learned



TreeBoy •Revive LV1-18

ChopClown •Meditate •Focus LV138+

Digster •StrongD •Hustle LV119-138

HammerMan •EvilSlash •ChargeUp

Gulppe

Onono

Gophecada •YellHelp

HOW TO CREATE THE ULTIMATE ONONO

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	D
Attack	D
Defense	C
Agility	E
Intelligence	B

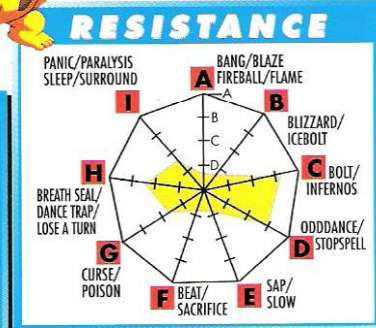
LEARNED SKILLS	
NAME	LV LEARNED
RobMagic	8
SleepAir	11
ChargeUp	15

HABITAT

Happiness Gate 1-12;
Demolition Gate 6-10

GENEALOGY

Plant Family X Gophecada = **ONONO**



AmberWeed •MagicWall

LizardMan •EvilSlash •GigaSlash

Servant •Focus LV138+

Andreol •Revive •Surge V119-138

FireWeed

Rosevine •UltraDown

DracoLord •Meditate

HOW TO CREATE THE ULTIMATE ROSEVINE

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	A
Attack	C
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
BladeD	15
BiAttack	20
UltraDown	22

HABITAT

This monster can only be created through breeding.

GENEALOGY

Plant Family X ??? Family = **ROSEVINE**



ManEater •Thornain LV58-78

Snapper •MultiCut •SickLick

ManEater LV58-78

TreeBoy •HealAll •Revive LV1-18

ManEater •SleepAir

Snapper •RainSlash •StopSpell

HOW TO CREATE THE ULTIMATE SNAPPER

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	D
Attack	D
Defense	D
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
StopSpell	10
RainSlash	16
CallHelp	18

HABITAT

Demolition Gate 21-28;
Foreign Master

GENEALOGY

ManEater X ManEater = **SNAPPER**



DRAGON WARRIOR

MONSTERS



TreeBoy •Revive LV1-18

StoneMan •Meditate

Trumpeter •WarCry

Balzak •HealUsAll •Thunder •ThickFog LV130+

AmberWeed •MagicWall

KingLeo •QuadHits

Stubsuck

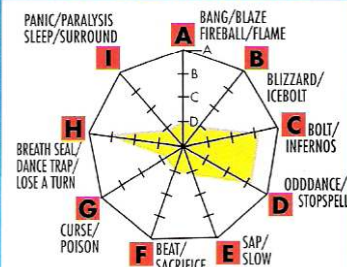
HOW TO CREATE THE ULTIMATE STUBSUCK

Pedigree
Other Parent
Ultimate Result

STATS

HP	C
MP	C
Attack	E
Defense	E
Agility	A
Intelligence	B

RESISTANCE



LEARNED SKILLS

NAME	LV LEARNED
Sleep	5
StepGuard	11
ZombieCut	13

HABITAT

Villager Gate 1-4;
Demolition Gate 1-5;
Bewilder Gate 6

GENEALOGY

AmberWeed

X Beast Family

= STUBSUCK



Snapper

ChopClown •Focus •Meditate LV130+

DeadNoble •MegaMagic •StrongD •HealUsAll LV130+

ZapBird •HealBlaze •UltraDown LV98-118

Gulppie

WhiteKing •Chance

Toadstool

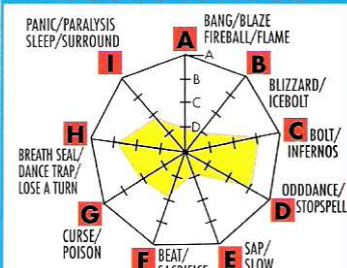
HOW TO CREATE THE ULTIMATE TOADSTOOL

Pedigree
Other Parent
Ultimate Result

STATS

HP	D
MP	C
Attack	C
Defense	C
Agility	B
Intelligence	B

RESISTANCE



LEARNED SKILLS

NAME	LV LEARNED
NapAttack	8
SleepAir	11
MouthShut	18

HABITAT

Medal Gate (19—Boss who may be recruited)

GENEALOGY

Plant Family

X Zombie Family

= TOADSTOOL



Snapper •SickLick LV130+

ChopClown •Focus •Meditate LV130+

ArcDemon •SapSlash •FireSlash •BoltSlash •IceSlash LV10-30

KingSlime •Revive •EvisSlash

Gulppie

TreeBoy •HealAll

Pixy •TwirlHits

TreeBoy

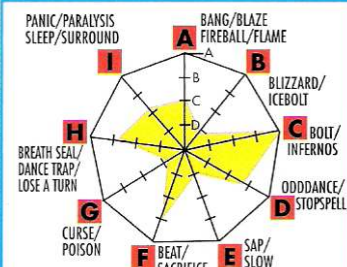
HOW TO CREATE THE ULTIMATE TREEBOY

Pedigree
Other Parent
Ultimate Result

STATS

HP	D
MP	C
Attack	C
Defense	E
Agility	A
Intelligence	B

RESISTANCE



LEARNED SKILLS

NAME	LV LEARNED
Heal	2
IceBolt	6
CurseOff	8

HABITAT

Judgment Gate 1-20;
Demolition Gate 11-20;
Foreign Master

GENEALOGY

Plant Family

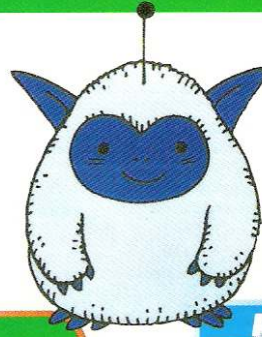
X Pixy

= TREEBOY

• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •x have been learned
x = This is a skill that can be forgotten after the skill has been learned





Watabou

TreeBoy + Revive LV1-18

Snapper + MultiCut LV139+

Roboster + HealAll + QuadHits + Focus LV139+

HOW TO CREATE THE ULTIMATE WATABOU

Watabou + Imitate

AmberWeed + TwinHits + MagicWall

Pedigree

Other Parent

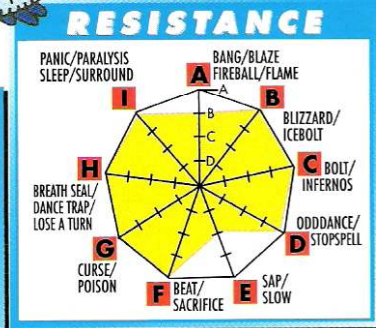
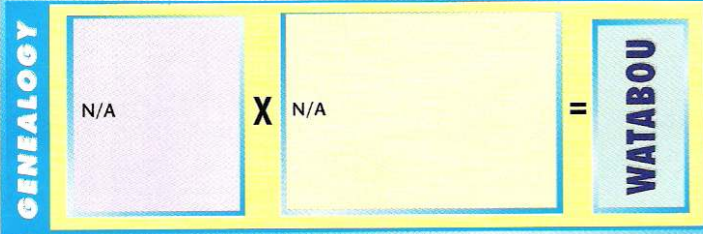
Ultimate Result

STATS	
HP	B
MP	A
Attack	C
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Whistle	5
Imitate	22
Chance	41

HABITAT

Kingdom of GreatTree (Farm)



TreeBoy + Revive LV1-18

ChopClown + Focus + Meditate LV139+

Blizzard + SickLick LV79-98

Phoenix + MagicWall LV39-58

HOW TO CREATE THE ULTIMATE WINGTREE

Gulppie

WingTree

RainHawk + Surge + MegaMagic + StrongD

Pedigree

Other Parent

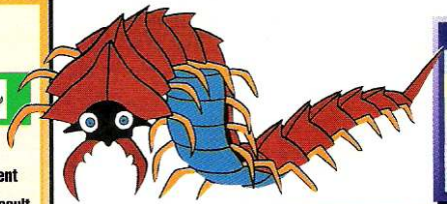
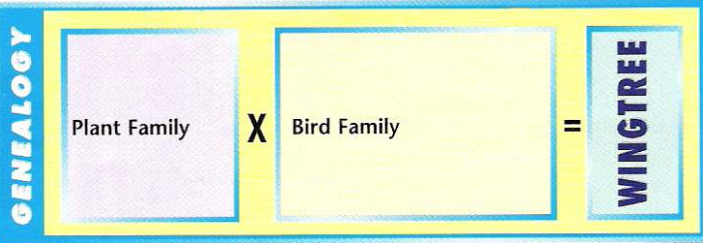
Ultimate Result

STATS	
HP	C
MP	D
Attack	D
Defense	C
Agility	B
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
StepGuard	11
ZombieCut	13
Farewell	33

HABITAT

Demolition Gate 6-10;
Strength Gate 4-10



Lipsy + SickLick LV39-58

RockSlime + StrongD

SkyDragon + Revive LV99-118

Orochi + QuadHits + Hastle LV139+

HOW TO CREATE THE ULTIMATE ARMORPEDE

Droll

Armorpede + TwinHits

Divinegon + BigBang + Meditate

Pedigree

Other Parent

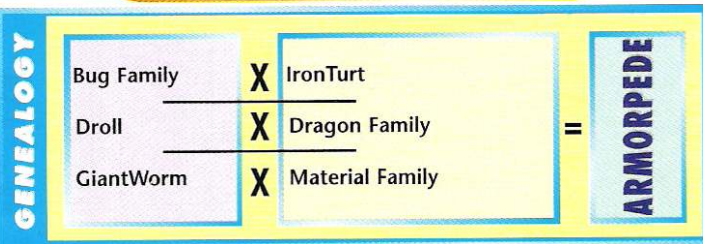
Ultimate Result

STATS	
HP	D
MP	B
Attack	C
Defense	D
Agility	A
Intelligence	E

LEARNED SKILLS	
NAME	LV LEARNED
Upper	3
TwinSlash	9
TwinHits	18

HABITAT

Wisdom Gate 6-14;
Ambition Gate 6-10



DRAGON WARRIOR MONSTERS

Armorpede •TwinRits

ChopClown •Focus •SquadMent LV139+

HornBeet •Meditate LV139+

Digster •StrongB LV119-138

HornBeet

HOW TO CREATE THE ULTIMATE ARMORPION

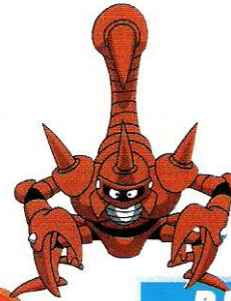
Armorpion •EvilSlash •RainSlash

HornBeet

Pedigree

Other Parent

Ultimate Result



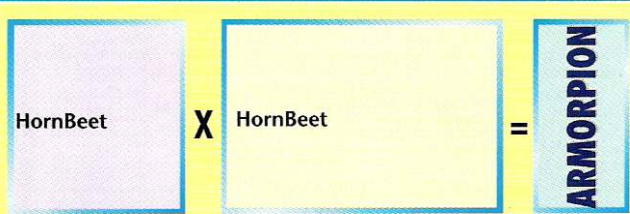
STATS	
HP	D
MP	D
Attack	C
Defense	C
Agility	B
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
ZombieCut	13
EvilSlash	16
RainSlash	16

HABITAT

This monster can only be created through breeding.

GENEALOGY



Digster •StrongB LV119-138

KingSlime •EvilSlash •Revive LV99-118

SpotKing •QuadRits •YellHelp LV1-18

Slime •MegaMagic •Radiant

GiantSlug

HOW TO CREATE THE ULTIMATE ARMYANT

ArmyAnt

SpotKing

Pedigree

Other Parent

Ultimate Result



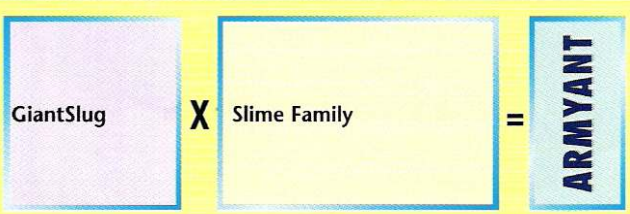
STATS	
HP	C
MP	E
Attack	C
Defense	C
Agility	B
Intelligence	E

LEARNED SKILLS	
NAME	LV LEARNED
NapAttack	8
CallHelp	18
Kamikaze	19

HABITAT

Talisman Gate 1-5; Ambition Gate 1-5

GENEALOGY



HornBeet •Meditate LV139+

HornBeet

DeadNoble •HealUsAll •MegaMagic LV139+

Digster •StrongB LV119-138

Armorpion •EvilSlash

HOW TO CREATE THE ULTIMATE ARMYCRAB

ArmyCrab •YellHelp

DarkCrab •MagicWall •SickLick

Pedigree

Other Parent

Ultimate Result



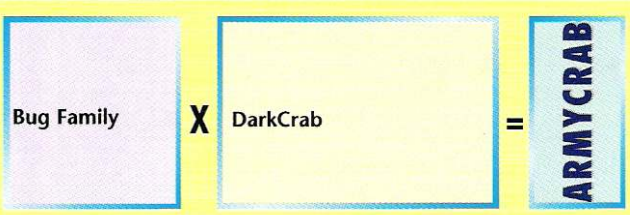
STATS	
HP	D
MP	C
Attack	D
Defense	D
Agility	E
Intelligence	E

LEARNED SKILLS	
NAME	LV LEARNED
Upper	3
MetalCut	13
CallHelp	18

HABITAT

Library Gate 1-20; Ambition Gate 21-29; Foreign Master

GENEALOGY



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill
 I = This is a skill that this monster learns once the required skills •/x have been learned
 x = This is a skill that can be forgotten after the skill has been learned

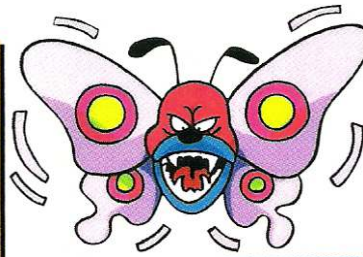
BUG FAMILY



HOW TO CREATE THE ULTIMATE BUTTERFLY

HornBeet LV139+	Catapila
LizardMan LV139+	Butterfly
Blizzard LV79-99	RainHawk LV139+
Phoenix LV39-59	

LEGEND:
 Pedigree: Purple
 Other Parent: Red
 Ultimate Result: Green



STATS

HP	C
MP	E
Attack	D
Defense	E
Agility	A
Intelligence	A

LEARNED SKILLS

NAME	LV LEARNED
Surround	11
Curse	16
CallHelp	18

HABITAT
 Stable Gate 1-3; Ambition Gate 6-10

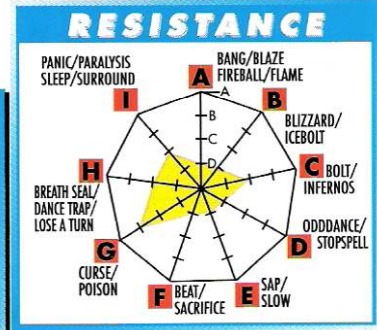
GENEALOGY

Bug Family

X Bird Family

=

BUTTERFLY



HOW TO CREATE THE ULTIMATE CATAPILA

Digster LV119-139	GiantWorm
ArcDemon LV119-139	Catapila LV119-139
SkyDragon LV99-119	Divinegon LV119-139
Orochi LV139+	

LEGEND:
 Pedigree: Purple
 Other Parent: Red
 Ultimate Result: Green



STATS

HP	D
MP	E
Attack	C
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS

NAME	LV LEARNED
Upper	3
PoisonGas	6
ThickFog	23

HABITAT
 Bazaar Gate 4-8; Memories Gate 1-4; Ambition Gate 1-5

GENEALOGY

Bug Family

X Dragon Family

=

CATAPILA



HOW TO CREATE THE ULTIMATE DIGSTER

HornBeet LV139+	Armorpion LV139+
HornBeet LV139+	Digster LV139+
Servant LV139+	DracoLord LV139+
Andreol LV119-139	

LEGEND:
 Pedigree: Purple
 Other Parent: Red
 Ultimate Result: Green



STATS

HP	C
MP	B
Attack	D
Defense	A
Agility	E
Intelligence	B

LEARNED SKILLS

NAME	LV LEARNED
SuckAll	14
StrongD	15
Farewell	33

HABITAT
 Arena—Left Gate (16—Boss); Foreign Master

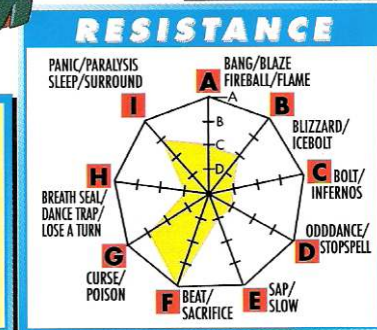
GENEALOGY

Bug Family

X ??? Family

=

DIGSTER



BUG FAMILY



DRAGON WARRIOR MONSTERS

Digster •StrongD LV110-130

Skeletor •Focus •Quadrills LV90-110

KingSlime •EvilSlash •HealAll •Revive LV90-110

Slime •MegaMagic

Lipsy •SickLick

HOW TO CREATE THE ULTIMATE DROLL

KingSlime Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	B
Attack	D
Defense	D
Agility	D
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Slow	4
StepGuard	11
Shears	13

HABITAT

Judgment Gate 6-15;
Ambition Gate 21-29;
Foreign Master

GENEALOGY

Lipsy	X	Slime Family
Bug Family	X	Spooky
Butterfly Eyeder TailEater	X	Butterfly Eyeder TailEater

DROLL



HornBeet •Meditate LV130+

BattleRex •EvilSlash •Hustle LV90-110

Roboster •Focus LV130+

Unicorn •HealAll •Revive

Catapila •Thickfog

HOW TO CREATE THE ULTIMATE EYEDER

KingLeo •Quadrills Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	C
Attack	D
Defense	E
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
Firebal	4
MapMagic	11

HABITAT

Anger Gate 4-10;
Ambition Gate 6-10

GENEALOGY

Bug Family	X	AmberWeed
Catapila	X	Beast Family

EYEDER



Digster •StrongD LV110-130

ZapBird •DanceShut •HoltBlast •UltraDown LV90-110

ArcDemon •EvilSlash •FireSlash •GigaSlash •IceSlash •VocaSlash LV10-30

ChopClown •Focus •Meditate LV130+

Butterfly •Curse

HOW TO CREATE THE ULTIMATE GIANTMOTH

ArcDemon Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	C
Attack	D
Defense	C
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Paralyze	10
Radiant	13
WindBeast	14

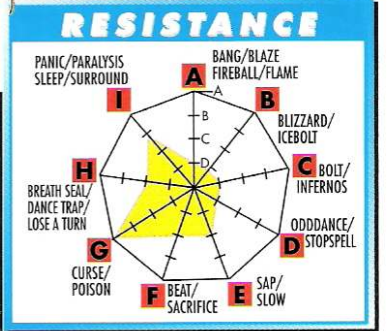
HABITAT

Judgment Gate 16-24;
Ambition Gate 21-29;
Foreign Master

GENEALOGY

Butterfly	X	Devil Family
Bug Family	X	Saccer

GIANTMOTH



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
x = This is a skill that can be forgotten after the skill has been learned



HornBeet •Meditate •RockThrow LV139+

HornBeet LV139+

KingSlime •HealAll •Revive LV99-118

LizardMan •EvilSlash •GigaSlash

Armorpion •RainSlash

HOW TO CREATE THE ULTIMATE GIANTSLUG

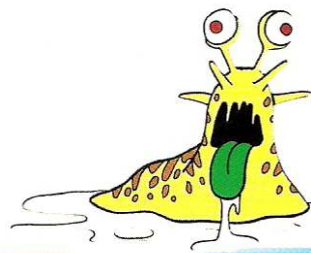
GiantSlug •SickLick

DrakSlime

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	C
Attack	D
Defense	C
Agility	A
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
Whistle	5
LushLicks	8
Dodge	19

HABITAT

Well Gate 1-5; Anger Gate 1-5; Ambition Gate 6-10

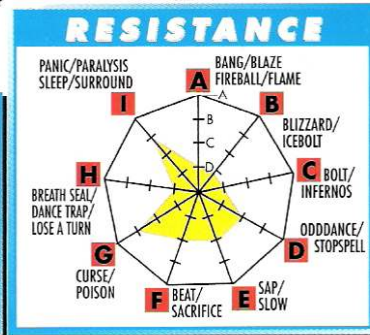
GENEALOGY

Bug Family

X Slime Family

=

GIANTSLUG



Digster •Hustle •StrongD LV119-138

BombCrag •Surge LV99-118

ChopClown •Focus •Meditate LV139+

Arcl clown •BoltSlash •FireSlash •GigaSlash •IceSlash •VacuSlash

StagBug •BigTrip

HOW TO CREATE THE ULTIMATE GIANTWORM

GiantWorm

ChopClown •TwirlMits

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	C
Attack	D
Defense	C
Agility	B
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
StepGuard	11
OddDance	11
BeastCut	13

HABITAT

Well Gate 6-8; Anger Gate 1-3; Ambition Gate 1-5; Bravery Gate 4-8

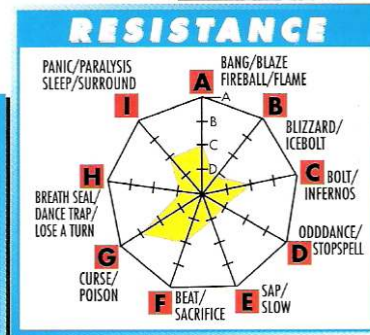
GENEALOGY

Bug Family

X Devil Family

=

GIANTWORM



GoHopper

Digster •Hustle •StrongD LV119-138

HornBeet LV139+

Skeletor •Defence •Focus •QuadMits LV99-118

GoHopper

HOW TO CREATE THE ULTIMATE GOHOPPER

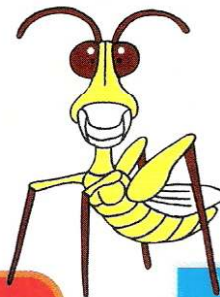
GoHopper •YellHelp

Lipsy •Abhh •SickLick

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	E
Attack	C
Defense	D
Agility	B
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
RobMagic	8
ChargeUp	15
CallHelp	18

HABITAT

Villager Gate 1-4; Ambition Gate 1-5

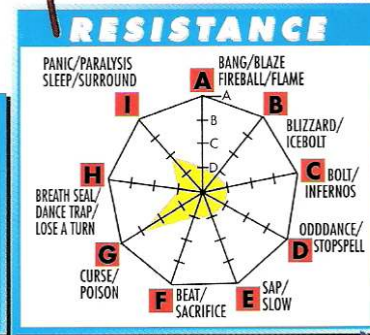
GENEALOGY

N/A

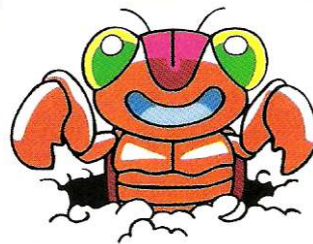
X N/A

=

GOHOPPER



DRAGON WARRIOR MONSTERS



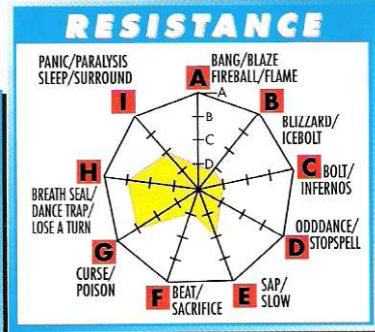
STATS	
HP	D
MP	C
Attack	D
Defense	C
Agility	A
Intelligence	D

Digster •Hustle LV119-139	Armorpede
IronTurt •Guardian •Meditate I •StrongD	HOW TO CREATE THE ULTIMATE GOPHECADA
Roboster •Focus LV139+	KingLeo •QuadHits
Unicorn •LureDance •Revive LV119-139	Pedigree Other Parent Ultimate Result

GOPHECADA

LEARNED SKILLS	
NAME	LV LEARNED
Beat	17
MagicBack	17
CallHelp	18

HABITAT	
Happiness Gate 1-17;	
Ambition Gate 11-20	



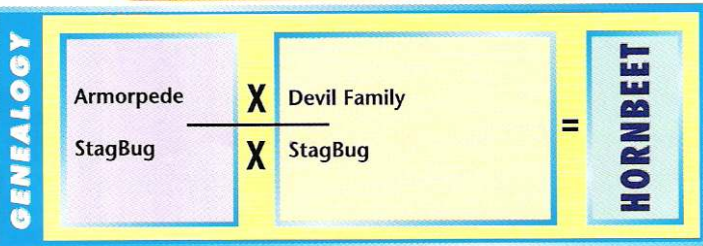
STATS	
HP	D
MP	D
Attack	C
Defense	D
Agility	A
Intelligence	B

Digster •Hustle LV119-139	Armorpede •Twinklits
IronTurt •Barrier •Guardian X •Meditate I •StrongD	HOW TO CREATE THE ULTIMATE HORNBEET
ArcDemon •BoltSlash •FireSlash •GigaSlash •IceSlash •VacuSuck	HornBeet •Meditate
ChopClown •Focus LV139+	ArcDemon
	Pedigree Other Parent Ultimate Result

HORNBEET

LEARNED SKILLS	
NAME	LV LEARNED
BoltSlash	12
DevilCut	13
Meditate	17

HABITAT	
Foreign Master	



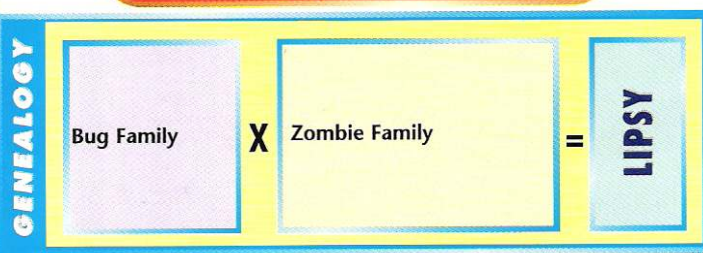
STATS	
HP	C
MP	C
Attack	C
Defense	C
Agility	D
Intelligence	E

HornBeet •Meditate LV139+	Armorpion •EvilSlash
HornBeet	HOW TO CREATE THE ULTIMATE LIPSY
DeadNoble •HealIsAll •MegaMagic •StrongD	Lipsy
Andreal •Revive •Surge LV119-139	WhiteKing •Chance
	Pedigree Other Parent Ultimate Result

LIPSY

LEARNED SKILLS	
NAME	LV LEARNED
NapAttack	8
LushLicks	8
Ahhh	11

HABITAT	
Medal Gate 19-Boss who may be recruited; Foreign Master	



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

I = This is a skill that this monster learns once the required skills have been learned
 X = This is a skill that can be forgotten after the skill has been learned





Digster •StrongD LV119-139	Droll
Spooky •SickLick	HOW TO CREATE THE ULTIMATE MADHORNET
DeadNoble •HealUsAll •MegaMagic LV139+	WhiteKing •Chance
KingSlime •EvilSlash •HealAll •Revive LV99-119	MadHornet
	Pedigree
	Other Parent
	Ultimate Result

STATS	
HP	D
MP	E
Attack	D
Defense	D
Agility	C
Intelligence	D

MADHORNET

LEARNED SKILLS	
NAME	LV LEARNED
PoisonHit	6
Paralyze	10
TailWind	12

HABITAT	
Reflection Gate 16-28;	
Ambition Door 21-29;	
Foreign Master	

GENEALOGY

BugFamily X FairyRat
Droll X LandOwl X Zombie Family

MADHORNET



HornBeet •Meditate LV139+	Lipsy •SickLick
Skeletor •Focus •QuadHits LV99-119	HOW TO CREATE THE ULTIMATE STAGBUG
IceMan •StrongD LV19-39	GoldGolem •BigBang •Surge
LavaMan •Guardian LV99-99, 79-119	StagBug
	Pedigree
	Other Parent
	Ultimate Result

STATS	
HP	D
MP	E
Attack	D
Defense	D
Agility	A
Intelligence	D

STAGBUG

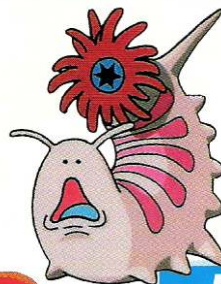
LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
Sleep	5
LegSweep	7

HABITAT	
Ambition Gate 11-20;	
Temptation Gate 9-19;	
Foreign Master	

GENEALOGY

Bug Family X Material Family

STAGBUG



Digster •StrongD LV119-139	WeedBug •MagicWall
ManEater •SickLick •Thordain LV59-79	HOW TO CREATE THE ULTIMATE TALEATER
DanceVeg! •LureDance •TwinHits LV59-79	HerbMan
ChopClown •Focus •Meditate LV139+	TailEater
	Pedigree
	Other Parent
	Ultimate Result

STATS	
HP	C
MP	B
Attack	D
Defense	C
Agility	B
Intelligence	E

TAILEATER

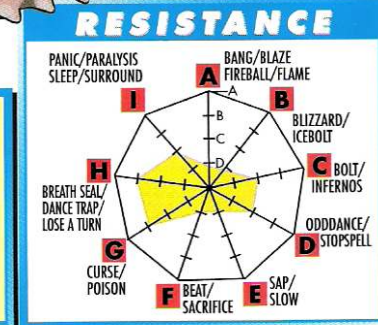
LEARNED SKILLS	
NAME	LV LEARNED
PoisonGas	6
IceSlash	12
Radiant	13

HABITAT	
Labyrinth Gate 1-10, 16-20;	
Ambition Gate 11-20;	
Foreign Master	

GENEALOGY

WeedBug X Plant Family
Bug Family X FloraMan

TAILEATER



DRAGON WARRIOR

MONSTERS

Digster *StrongD LV119-138

LizardMan *EvilSlash *GigaSlash

TreeBoy *Revive LV1-18

ChopClown *Focus *Meditate LV139+

Catapila *ThickFog

HOW TO CREATE THE ULTIMATE WEEDBUG

WeedBug *MagicWall

Gulpple

Pedigree

Other Parent

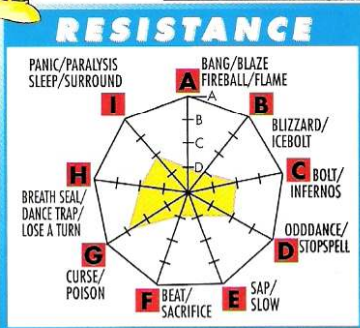
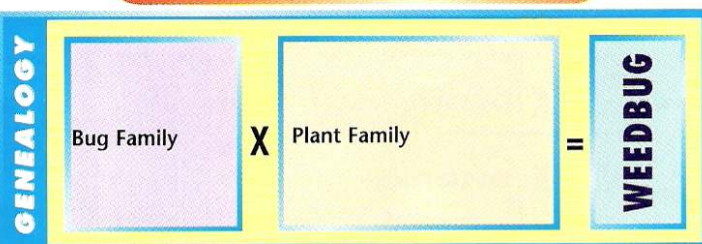
Ultimate Result



STATS	
HP	C
MP	D
Attack	B
Defense	C
Agility	E
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
RobMagic	8
Barrier	19
MagicWall	20

HABITAT
Judgment Gate 1-5; Ambition Gate 11-20



ChopClown *Focus LV139+

DeadNoble *MegaMagic *StrongD LV139+

SkyDragon *Revive LV99-118

Orochi *Hustle *Quadrants LV139+

SkulRider

HOW TO CREATE THE ULTIMATE AGDEVIL

AgDevil

Divinegon *BigBang *Meditate

Pedigree

Other Parent

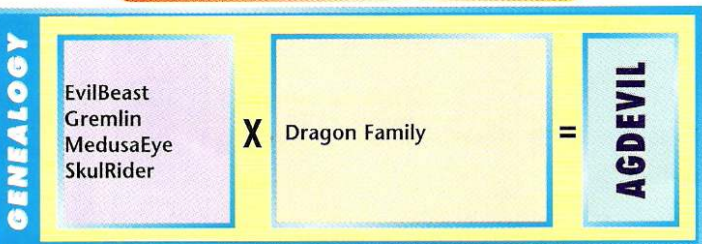
Ultimate Result



STATS	
HP	D
MP	C
Attack	C
Defense	C
Agility	B
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
Sacrifice	2
Firebal	4
SleepAir	11

HABITAT
Extinction Gate 11-20; Labyrinth Gate 11-22; Foreign Master



Grendal *LifeSong LV59-78

ZapBird *Hellblast *UltraDown LV99-118

Gigantes *EvilSlash LV79-98

DeadNoble *MegaMagic *StrongD LV139+

ArcDemon

HOW TO CREATE THE ULTIMATE AKUBAR

Akubar

GateGuard *ThickFog

Pedigree

Other Parent

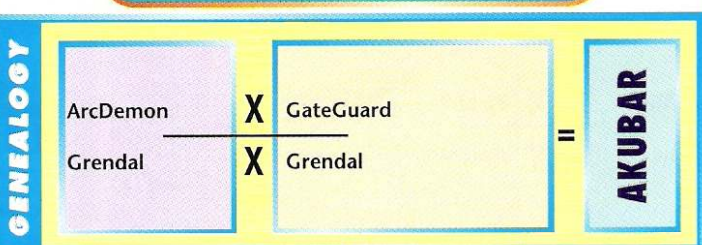
Ultimate Result



STATS	
HP	C
MP	A
Attack	C
Defense	D
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
FrigidAir	4
Bang	5
Focus	19

HABITAT
Judgment Gate 25—Boss who cannot be recruited



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill
 x = This is a skill that this monster learns once the required skills have been learned
 x = This is a skill that can be forgotten after the skill has been learned





Gigantes * EvilSlash
LV79-98

DeadNoble * MegaMagic
* StungD
LV139+

Servant * Focus
LV139+

Andreal * Revive
* Surge
LV119-138

GateGuard * ThickFog

HOW TO CREATE THE ULTIMATE ARCDEMON

ArcDemon

DracoLord * Meditate

Pedigree
Other Parent
Ultimate Result

STATS	
HP	D
MP	D
Attack	C
Defense	C
Agility	D
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Bang	5
BoltSlash	12
BirdBlow	13

HABITAT
Library Gate 1-24;
Extinction Gate 11-20;
Foreign Master

GENEALOGY

Devil Family
GateGuard
Ogre

X
X
X

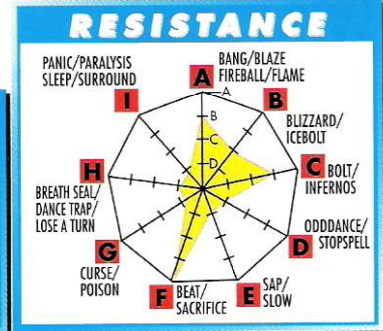
??? Family
Zombie Family
Dragon Family
AgDevil
Gigantes
Grendal

Andreal
GreatDrak
KingLeo
KingSlime

MetalDrak
MetalKing
Orochi
SpotKing

StoneMan
Trumpeter
WhipBird
ZapBird

ARCDEMON



AgDevil * StrongD
LV1-18

StoneMan * Guardian

SkyDragon * Revive
LV99-118

Orochi * Hustle
* QuadHits
LV139+

ArcDemon

HOW TO CREATE THE ULTIMATE CENTASAUR

Centasaur * StopSpell

Divinegon * BigBang
* Meditate

Pedigree
Other Parent
Ultimate Result

LEARNED SKILLS	
NAME	LV LEARNED
StopSpell	10
FireSlash	12
RainSlash	16

HABITAT
Temptation Gate 20—Boss who cannot be recruited;
Foreign Master

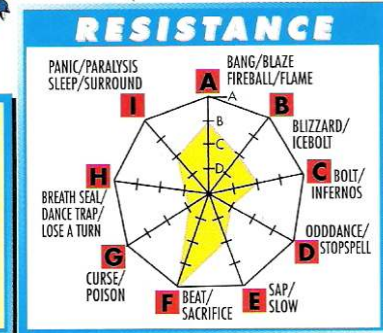
GENEALOGY

ArcDemon
GateGuard
Ogre

X
X

Dragon Family
Beast Family

CENTASAUR



EyeBall * WarCry

KingSlime * Barrier * EvilSlash
* HealAll * Revive
LV99-118

Pixy

RockSlime * StrongD

1EyeClown

HOW TO CREATE THE ULTIMATE CHOPCLOWN

ChopClown * SquallHit
* TwinHits

1EyeClown

Pedigree
Other Parent
Ultimate Result

LEARNED SKILLS	
NAME	LV LEARNED
VacuSlash	12
SquallHit	13
TwinHits	18

HABITAT
Foreign Master

GENEALOGY

1EyeClown

X

1EyeClown

CHOPCLOWN



DEVIL FAMILY

DRAGON WARRIOR MONSTERS



HOW TO CREATE THE ULTIMATE DARKEYE

ChopClown *Focus *Meditate LV13+ **Lionex** *HealUsAll

LizardMan *EvilSlash *GigaSlash **DarkEye**

TreeBoy *Revive LV1-18 **Toadstool**

DeadNoble *MegaMagic *StrongD LV13+

Pedigree (Dark Eye)
Other Parent (Red)
Ultimate Result (Green)

STATS	
HP	C
MP	C
Attack	B
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
MetalCut	13
Radiant	13
PalsyAir	17

HABITAT

Extinction Gate 6-10;
Temptation Gate 17-19;
Foreign Master

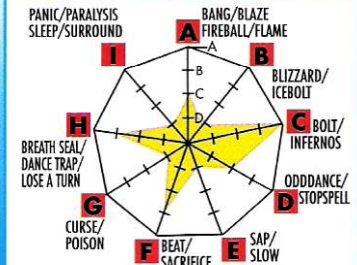
GENEALOGY

Devil Family

X Plant Family

DARKEYE

RESISTANCE



HOW TO CREATE THE ULTIMATE DEMONITE

ChopClown *Focus *Meditate LV13+ **Lionex**

LizardMan *EvilSlash *GigaSlash **Demonite**

Blizzard LV39-58, 79-98 **RainHawk** *MegaMagic *StrongD *Surge

Phoenix *Hustle LV58-78

Pedigree (Dark Eye)
Other Parent (Red)
Ultimate Result (Green)



STATS	
HP	D
MP	E
Attack	E
Defense	E
Agility	A
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
Blaze	2
FrigidAir	4
FireSlash	12

HABITAT

Bazaar Gate 6-8; Bewilder Gate 3-5; Extinction Gate 1-5; Bravery Gate 1-3

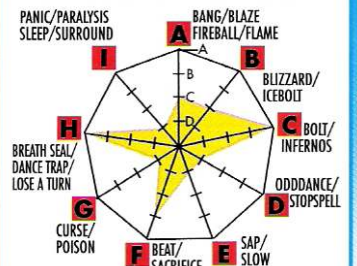
GENEALOGY

Devil Family

X Bird Family

DEMONITE

RESISTANCE



HOW TO CREATE THE ULTIMATE DURRAN

ArcDemon *BoltSlash *FireSlash *GigaSlash *IceSlash *VacuSlash LV19-38 **Centosaur**

Gasgon *HealAll *SuckAll LV79-98 **Durrant**

IceMan *StrongD LV19-38 **GoldGolem** *BigBang *Surge

LavaMan *Curse *EarlieLife LV79-98

Pedigree (Dark Eye)
Other Parent (Red)
Ultimate Result (Green)



STATS	
HP	A
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
DrakSlash	13
BirdBlow	13
WindBeast	14

HABITAT

Reflection Gate 29—Boss who cannot be recruited

GENEALOGY

GoldGolem

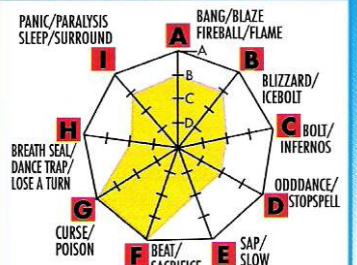
X Centosaur

Centosaur

X GoldGolem

DURRAN

RESISTANCE



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
x = This is a skill that can be forgotten after the skill has been learned





HOW TO CREATE THE ULTIMATE EVILARMOR

Grendal * LifeSong LV58-78	ArcDemon
StoneMan * HealUsAll * Meditate LV79-98	EvilArmor
IceMan * StrongD LV19-38	GoldGolem * BigBang * Surge
LavaMan * Guardian * SquallM LV99-118	

Pedigree: Devil Family, Other Parent: Material Family, Ultimate Result: EvilArmor

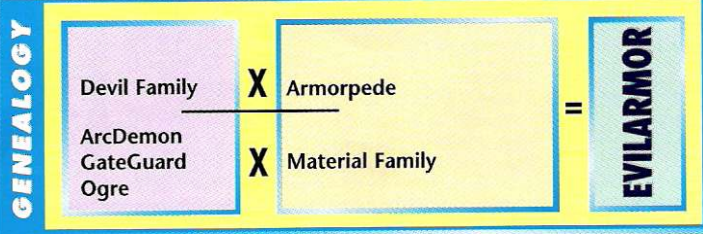
STATS

HP	D
MP	E
Attack	C
Defense	A
Agility	E
Intelligence	B

LEARNED SKILLS

NAME	LV LEARNED
FireSlash	12
BoltSlash	12
DrakSlash	13

HABITAT
Temptation Gate 20—Boss who cannot be recruited;
Foreign Master



HOW TO CREATE THE ULTIMATE EVILBEAST

ChopClown * Focus * Meditate LV139+	Lionex
LizardMan * EvilSlash * GigaSlash	EvilBeast
IceMan * StrongD LV19-38	GoldGolem * BigBang * Surge
LavaMan LV79-118	

Pedigree: Devil Family, Other Parent: Material Family, Ultimate Result: EvilBeast

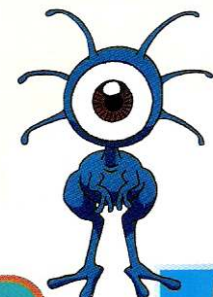
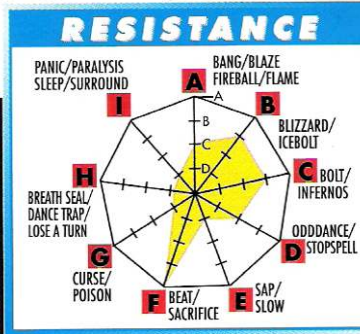
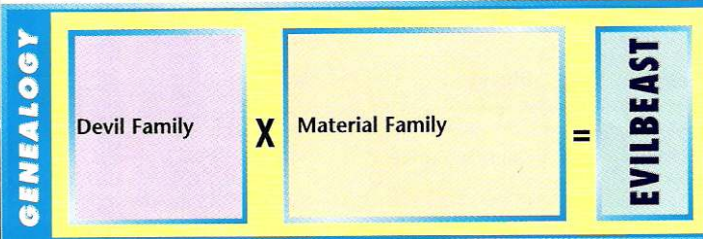
STATS

HP	D
MP	B
Attack	D
Defense	D
Agility	D
Intelligence	A

LEARNED SKILLS

NAME	LV LEARNED
Firebal	4
FrigidAir	4
Ironize	16

HABITAT
Reflection Gate 1-10;
Extinction Gate 11-20;
Foreign Master



HOW TO CREATE THE ULTIMATE EYEBALL

ChopClown * Focus * Meditate LV139+	Lionex
LizardMan * EvilSlash * GigaSlash	EyeBall
Digster * StrongD LV119-138	Catapila * ThickFog
Andreol * Revive * Surge LV119-138	

Pedigree: Devil Family, Other Parent: Bug Family, Ultimate Result: EyeBall

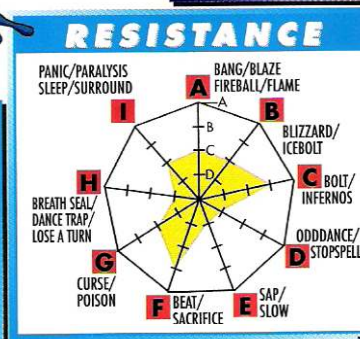
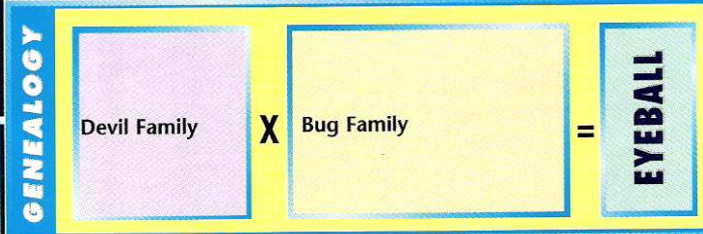
STATS

HP	D
MP	C
Attack	D
Defense	D
Agility	B
Intelligence	A

LEARNED SKILLS

NAME	LV LEARNED
WarCry	15
Ironize	16
MagicBack	17

HABITAT
Joy Gate 6-13; Extinction Gate 6-10



DEVIL FAMILY

DRAGON WARRIOR MONSTERS



STATS	
HP	C
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	B

Grendal * HealAll * LifeSong LV50-70	Ogre
Roboster * Focus * QuadHits LV130+	GateGuard * ThickFog
DeadNoble * MegaMagic * StrongD LV130+	WhiteKing
Andreal * Surge LV110-130	Pedigree
	Other Parent
	Ultimate Result

GATEGUARD

LEARNED SKILLS	
NAME	LV LEARNED
Blaze	2
CleanCut	13
ThickFog	23

HABITAT

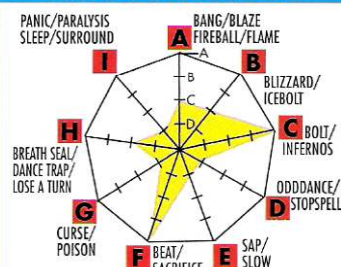
Foreign Master

GENEALOGY

Ogre	X	Zombie Family
Demonite	X	Demonite
AgDevil	X	Coatol
Gigantes	X	DeadNoble
Grendal	X	GiantMoth
		MadCondor
		MistyWing
		Rosevine
		Skullgon
		SlimeBorg
		Swordgon
		WhiteKing

GATEGUARD

RESISTANCE



STATS	
HP	A
MP	E
Attack	A
Defense	E
Agility	E
Intelligence	E

ChopClown * Focus * Meditate LV130+	SkulRider
Copycat * ThickFog LV50-70	Gigantes * EvilSlash
DeadNoble * HealAll * MegaMagic * StrongD LV130+	WhiteKing
Andreal * Surge LV110-130	Pedigree
	Other Parent
	Ultimate Result

GIGANTES

LEARNED SKILLS	
NAME	LV LEARNED
ZombieCut	13
ChargeUp	15
EvilSlash	16

HABITAT

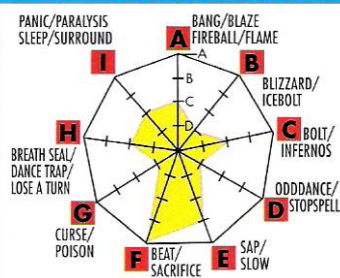
Well Gate 12—Boss who may be recruited; Foreign Master

GENEALOGY

Devil Family	X	BigEye
EvilBeast	X	Zombie Family
MedusaEye	X	
SkulRider	X	

GIGANTES

RESISTANCE



STATS	
HP	D
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	C

AgDevil * StopSpell * StrongD LV1-10	ArcDemon
StoneMan * Meditate LV90-110	Goathorn
Roboster * Focus LV130+	KingLeo * QuadHits
Unicorn * HealAll * LureDance * Revive LV110-130	
	Pedigree
	Other Parent
	Ultimate Result

GOATHORN

LEARNED SKILLS	
NAME	LV LEARNED
Infernos	3
Bang	5
IceBolt	6

HABITAT

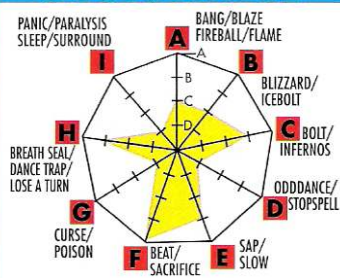
Extinction Gate 21-29; Foreign Master

GENEALOGY

ArcDemon	X	Beast Family
Devil Family	X	DarkHorn

GOATHORN

RESISTANCE



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
 x = This is a skill that can be forgotten after the skill has been learned



ChopClown *Meditate
*TwirlHits LV139+

LizardMan *EvilSlash
*GigaSlash

Roboster *Focus LV129+

Unicorn *HealAll
*Revive LV119-133

Lionex *HealUsAll

KingLeo *QuadHits

Gremlin

HOW TO CREATE THE ULTIMATE GREMLIN

Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	E
Attack	C
Defense	E
Agility	E
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
Firebal	4
StopSpell	10

HABITAT
Extinction Gate 1-5; Villager Gate3-4

GENEALOGY

Devil Family

X Beast Family

GREMLIN



AgDevil *StrongD LV1-18

BombCrag *Meditate
*MouthShot LV99-118

Roboster *Focus LV129+

Unicorn *HealAll
*Revive

EvilBeast

KingLeo *QuadHits

Grendal

HOW TO CREATE THE ULTIMATE GRENDAL

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	E
Attack	C
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Cover	6
FireSlash	12
DrakSlash	13

HABITAT
Extinction Gate 21-29; Foreign Master

GENEALOGY

Devil Family

X MadDragon

EvilBeast
Gremlin
MedusaEye
SkulRider

X Beast Family

GRENDAL



Grendal *HealAll
*LifeSong LV59-73

Blizzard LV73-93

Phoenix *Hustle LV59-73

Akubar *Focus

RainHawk *StrongD
*MegaMagic
*Surge

Jamirus *QuadHits

HOW TO CREATE THE ULTIMATE JAMIRUS

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	C
Attack	D
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Blaze	2
TailWind	12
BiAttack	20

HABITAT
Happiness Gate 18—Boss who cannot be recruited

GENEALOGY

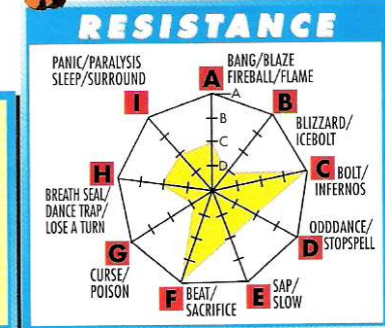
Akubar

X RainHawk

RainHawk

X Akubar

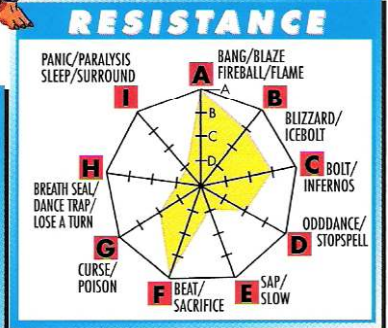
JAMIRUS



DRAGON WARRIOR MONSTERS



STATS	
HP	D
MP	C
Attack	D
Defense	D
Agility	A
Intelligence	C



ArcDemon	Akubar
GateGuard * ThickFog LV130+	HOW TO CREATE THE ULTIMATE LIONEX
Andreal * Revive * Surge LV110-130	LizardMan * EvilSlash * GigaSlash
ChopClown * Focus * Meditate LV130+	Pedigree
	Other Parent
	Ultimate Result

LIONEX

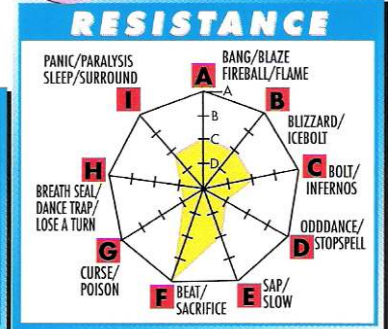
NAME	LV LEARNED
Infernos	3
VacuSlash	12
HealUs	21

HABITAT
Reflection Gate 16-28; Extinction Gate 21-29; Foreign Master

GENEALOGY
ArcDemon X Zombie Family
Devil Family X LizardMan
= LIONEX



STATS	
HP	C
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	A



ArcDemon	Akubar * Focus
GateGuard * ThickFog LV130+	HOW TO CREATE THE ULTIMATE MADKNIGHT
BombCrag * Meditate * Surge LV90-110	RogueNite
DeadNoble * HealUsAll * Revive * StrongU LV130+	Pedigree
	Other Parent
	Ultimate Result

MADKNIGHT

NAME	LV LEARNED
Massacre	13
BeastCut	13
GigaSlash	34

HABITAT
Bazaar Gate 9—Boss

GENEALOGY
Devil Family X RogueNite
= MADKNIGHT



STATS	
HP	C
MP	D
Attack	D
Defense	D
Agility	A
Intelligence	A



ArcDemon * GigaSlash LV19-30	Akubar * Focus
GateGuard * ThickFog LV130+	HOW TO CREATE THE ULTIMATE MEDUSAEEYE
SkyDragon * Revive LV90-110	Divinegon * BigBang * Meditate
Orochi * Hustle * QuodDits LV130+	Pedigree
	Other Parent
	Ultimate Result

MEDUSAEEYE

NAME	LV LEARNED
Sap	5
Surround	11
Shears	13

HABITAT
Arena—Left Gate 1-8, Extinction Gate 6-10

GENEALOGY
Devil Family X Dragon Family
1EyeClown X Zombie Family
DarkEye Gremlin
= MEDUSAEEYE

• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills (•/x) have been learned
 x = This is a skill that can be forgotten after the skill has been learned



HOW TO CREATE THE ULTIMATE OGRE

Pedigree

Other Parent

Ultimate Result

OGRE

LEARNED SKILLS

NAME	LV LEARNED
Massacre	13
MetalCut	13
RainSlash	16

HABITAT

Extinction Gate 21-29;
Foreign Master

GENEALOGY

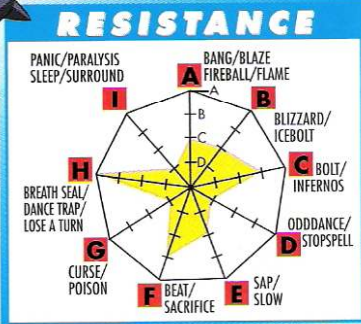
GateGuard X Dragon Family
AgDevil X Digster
Gigantes X GulpBeast
Grendal X Roboster
Devil Family X Unicorn
Devil Family X HammerMan

OGRE



STATS

HP	D
MP	C
Attack	D
Defense	C
Agility	A
Intelligence	A



HOW TO CREATE THE ULTIMATE 1EYECLOWN

Pedigree

Other Parent

Ultimate Result

1EYECLOWN

LEARNED SKILLS

NAME	LV LEARNED
Blaze	2
Firebal	4
IceBolt	6

HABITAT

Bazaar Gate 6-8; Extinction Gate 1-5; Bravery Gate 1-3

GENEALOGY

Demonite X Slime Family

1EYECLOWN



STATS

HP	B
MP	E
Attack	E
Defense	C
Agility	A
Intelligence	A



HOW TO CREATE THE ULTIMATE ORC

Pedigree

Other Parent

Ultimate Result

ORC

LEARNED SKILLS

NAME	LV LEARNED
Sap	5
BirdBlow	13
Vivify	15

HABITAT

Extinction Gate 21-29;
Foreign Master

GENEALOGY

Devil Family X BeanMan

ORC



STATS

HP	D
MP	E
Attack	D
Defense	D
Agility	B
Intelligence	A



DEVIL FAMILY



DRAGON WARRIOR MONSTERS



ChopClown * Focus * Meditate (LV139+)

DeadNoble * MegaMagic * StrongD (LV139+)

KingSlime * EvilSlash * Revive (LV99-119)

ZapBird * Hellblast * UltraDown (LV99-119)

SkulRider

HOW TO CREATE THE ULTIMATE PIXY

SpotKing

Pedigree

Other Parent

Ultimate Result

STATS	
HP	C
MP	E
Attack	D
Defense	C
Agility	B
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
Speed	2
Antidote	6
TwinHits	18

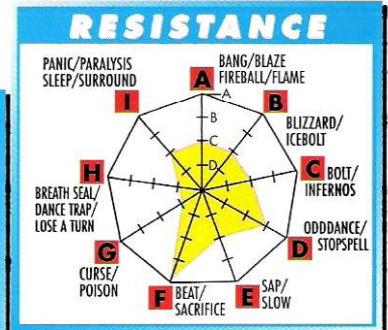
HABITAT	
Happiness Gate 1-16;	
Extinction Gate 6-10	

GENEALOGY

Devil Family

X Slime Family

PIXY



ChopClown * Focus * Meditate (LV139+)

LizardMan * EvilSlash * GigaSlash

DeadNoble * MegaMagic * StrongD (LV139+)

Andreol * Revive * Surge (LV119-139)

Lionex

HOW TO CREATE THE ULTIMATE SKULRIDER

WhiteKing

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	C
Attack	C
Defense	D
Agility	B
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
LegSweep	7
FireSlash	12
RainSlash	16

HABITAT	
Extinction Gate 1-5;	
Strength Gate 1-8	

GENEALOGY

Devil Family

X Zombie Family

SKULRIDER



DeadNoble * StrongD * BazooCall (LV139+)

AmberWeed * TwinHits * MagicWall

KingSlime * HealAll * Revive

Roboster * Focus (LV139+)

Mummy * EvilSlash

HOW TO CREATE THE ULTIMATE BONESLAVE

BoneSlave

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	D
Attack	C
Defense	C
Agility	D
Intelligence	E

LEARNED SKILLS	
NAME	LV LEARNED
Bang	5
BoltSlash	12
BirdBlow	13

HABITAT	
Well Gate 1-3; Peace Gate 4-5; Sleep Gate 1-5	

GENEALOGY

Hork
DeadNite
Hork
Mummy

X

Hork
FloraMan
Gremlin
HornBeet
LandOwl
MadGoose

RockSlime
SlimeBorg

BONESLAVE



• This is a monster that you should obtain from a Foreign Master
• This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills (•/x) have been learned
x = This is a skill that can be forgotten after the ! skill has been learned



Copycat * MagicWall LV59-78

DeadVoble * StrongB * MegaMagic * GazeoCall LV139+

Servant * Focus LV139+

ChopClown * TwinHits * Meditate LV139+

HOW TO CREATE THE ULTIMATE COPYCAT

Copycat (Pedigree) X **Copycat** (Other Parent) = **Copycat** (Ultimate Result)



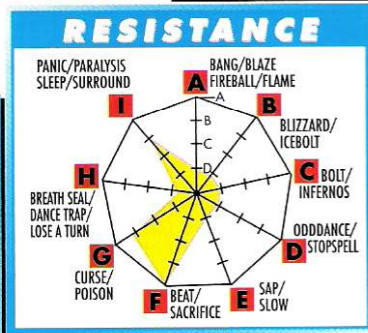
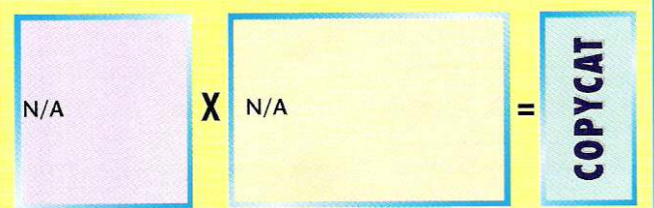
STATS	
HP	C
MP	D
Attack	E
Defense	E
Agility	B
Intelligence	E

LEARNED SKILLS	
NAME	LV LEARNED
OddDance	11
Transform	22
Imitate	22

HABITAT

Stable Gate 12—Boss;
Foreign Master

GENEALOGY



DeadVoble * StrongB * GazeoCall * MegaMagic * HealUsAll LV139+

Andrean * Surge * Revive LV119-138

HornBeet LV139+

HornBeet * Meditate LV139+

WhiteKing

HOW TO CREATE THE ULTIMATE DARKCRAB

DarkCrab (Pedigree) X **DarkCrab** (Other Parent) = **DarkCrab** (Ultimate Result)



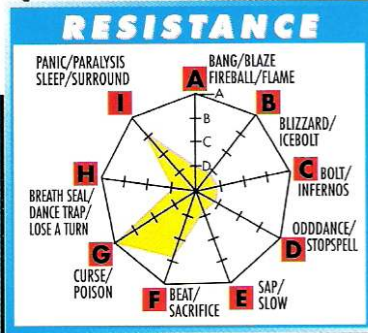
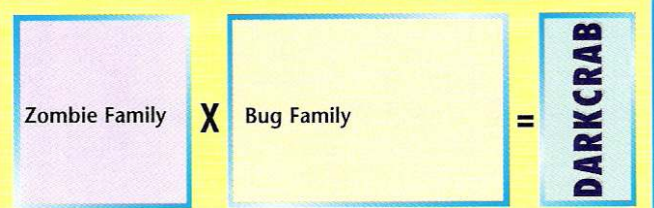
STATS	
HP	C
MP	C
Attack	D
Defense	D
Agility	E
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
StepGuard	11
Ironize	16
MagicWall	20

HABITAT

Sleep Gate 21-29; Foreign Master

GENEALOGY



Skeletor * Defence

Skeletor * QuadHits

ArcDemon * FrostBlast * IceSlash LV19-38

GateGuard * ThickFog * Imitate LV139+

Servant * Focus

HOW TO CREATE THE ULTIMATE DEADNITE

DeadNite * HealAll * CurseOff

Akubar * GigaSlash I

DeadNite (Pedigree) X **DeadNite** (Other Parent) = **DeadNite** (Ultimate Result)



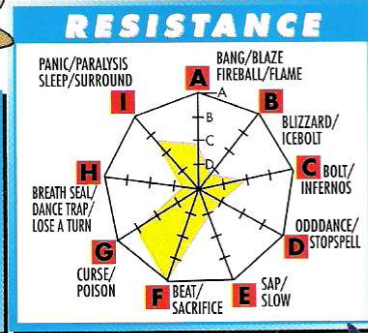
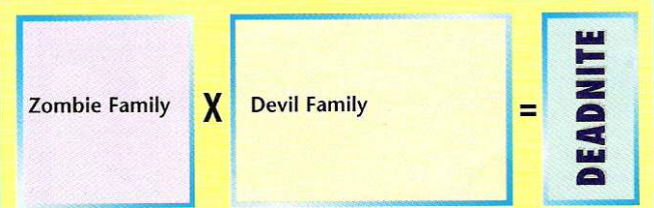
STATS	
HP	C
MP	E
Attack	D
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
NumbOff	7
CurseOff	8

HABITAT

Happiness Gate 5-17; Sleep Gate 6-10; Foreign Master

GENEALOGY



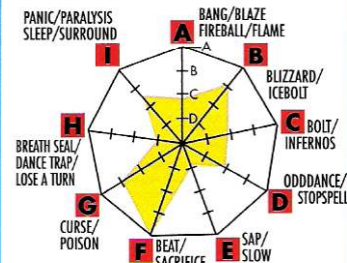
DRAGON WARRIOR MONSTERS



STATS

HP	D
MP	E
Attack	A
Defense	D
Agility	B
Intelligence	B

RESISTANCE



DEADNOBLE

Mummy * Paralyze * EvilSlash	BoneSlave
HornBeet * Meditate LV139+	DeadNoble * HealUsAll * BazonCall
AgDevil * StrongD LV1-18	Lionex
LizardMan * LureDance * EigaSlash LV19-33	

LEARNED SKILLS

NAME	LV LEARNED
Beat	17
HealUs	21
TatsuCall	21

HABITAT

Sleep Gate 21-29; Foreign Master

GENEALOGY

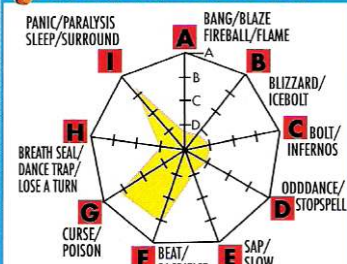
DeadNite	X	DeadNite
BoneSlave DeadNite	X	Copycat
Mudron Skeletor		
Skullgon		
BoneSlave MadSpirit	X	ArcDemon GateGuard Lionex
Mudron Skeletor		MetalDrak Roboster

DEADNOBLE

STATS

HP	C
MP	D
Attack	D
Defense	C
Agility	A
Intelligence	A

RESISTANCE



HORK

Servant * Focus * Curse LV139+	Spooky
KingSlime * HealAll * Revive * EvilSlash LV99-118	Hork * Poisonair
Roboster * HealUsAll LV119-138	KingLeo
Unicorn * LureDance LV119-138	

LEARNED SKILLS

NAME	LV LEARNED
LushLicks	8
PoisonGas	10
EerieLite	15

HABITAT

Bazaar Gate 6-8; Peace Gate 6-7; Bewilder Gate 3-5; Sleep Gate

GENEALOGY

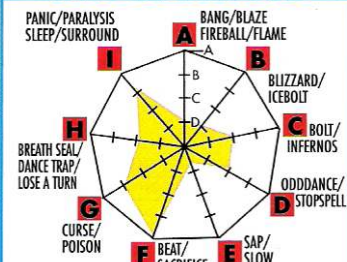
Spooky	X	Beast Family
--------	---	--------------

HORK

STATS

HP	D
MP	C
Attack	D
Defense	C
Agility	B
Intelligence	A

RESISTANCE



MADSPIRIT

Andreal * Revive * Poisonair LV119-138	Skullgon
Servant LV139+	MadSpirit * ThickFog
Blizzard LV79-99	RainHawk * Surge * MegaMagic
Phoenix * HealAll * MagicWall LV39-58	

LEARNED SKILLS

NAME	LV LEARNED
SleepAir	11
Radiant	13
ThickFog	23

HABITAT

Library Gate 1-10; 16-24; Sleep Gate 11-20; Foreign Master

GENEALOGY

Zombie Family	X	Dragon Family
BoneSlave DeadNite DeadNoble Mudron Skeletor Skullgon	X	Bird Family

MADSPIRIT

• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills have been learned
x = This is a skill that can be forgotten after the skill has been learned



DeadNoble * StrongD * BazoCall * MegaMagic LV139+

Andreal * Surge LV119-138

KingSlime * EvilSlash LV99-118

Trumpter * DanceShut LV139+

WhiteKing

HOW TO CREATE THE ULTIMATE MUDRON

Mudron * Revive * HealAll

FangSlime

Pedigree

Other Parent

Ultimate Result



STATS	
HP	D
MP	B
Attack	C
Defense	C
Agility	D
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
Vivify	15
Beat	17

HABITAT

Stable Gate 4-5, 9-11; Sleep Gate 6-10

GENEALOGY



DeadNoble * StrongD * BazoCall * MegaMagic LV139+

Andreal * Surge * Revive LV119-138

ManEater

WhiteKing

HOW TO CREATE THE ULTIMATE MUMMY

Mummy * EvilSlash

Snapper * StopSpell

Pedigree

Other Parent

Ultimate Result



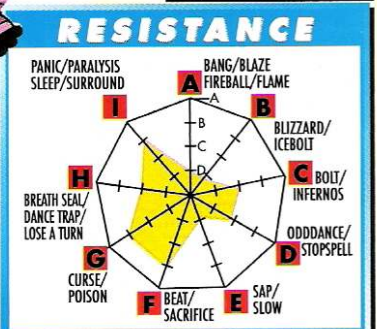
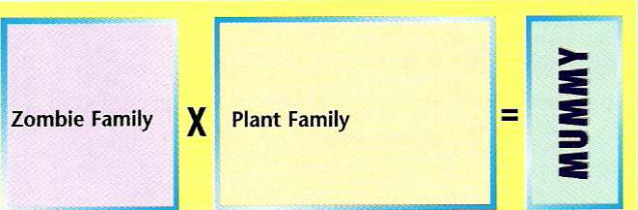
STATS	
HP	D
MP	C
Attack	C
Defense	C
Agility	C
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Paralyze	10
EvilSlash	16
CallHelp	18

HABITAT

Joy Gate 9-13; Sleep Gate 6-10

GENEALOGY



DeadNoble * StrongD * BazoCall * MegaMagic LV139+

Andreal * Revive * Surge LV119-138

WhipBird * EvilSlash LV139+

StoneMan * StopSpell * Meditate LV99-118

WhiteKing

HOW TO CREATE THE ULTIMATE NITEWHIP

NiteWhip

MistyWing

Pedigree

Other Parent

Ultimate Result



STATS	
HP	C
MP	E
Attack	B
Defense	E
Agility	B
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
Lightning	11
WindBeast	14

HABITAT

Medal Gate 1-8; Sleep Gate 6-10

GENEALOGY



DRAGON WARRIOR MONSTERS

ZOMBIE FAMILY

HOW TO CREATE THE ULTIMATE PUTREPUP

DeadNoble * StrongD * HealUsAll LV139+
GreatDrak * TwinHits LV139+
Roboster * Focus LV139+
Unicorn * HealAll * Revive

WhiteKing
KingLeo * QuadHits

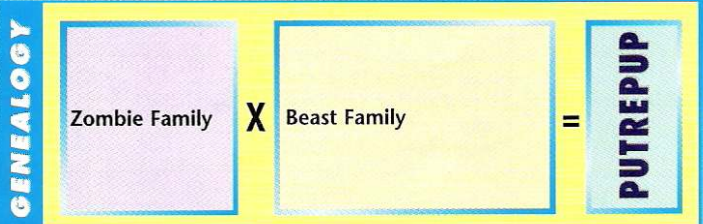
Pedigree
Other Parent
Ultimate Result

PUTREPUP

LEARNED SKILLS

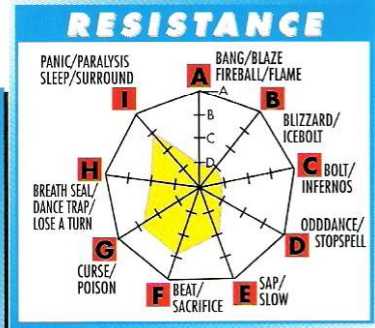
NAME	LV LEARNED
Slow	4
Sap	5
MagicBack	17

HABITAT
Anger Gate 6-10; Sleep Gate 1-5



STATS

HP	C
MP	D
Attack	C
Defense	C
Agility	A
Intelligence	D



HOW TO CREATE THE ULTIMATE REAPER

DeadNoble * StrongD * Bazoocall * HealUsAll LV139+
Andreal * Surge * Revive LV119-139
HornBeet * Meditate LV139+
Snapper

WhiteKing
WeedBug * MagicWall

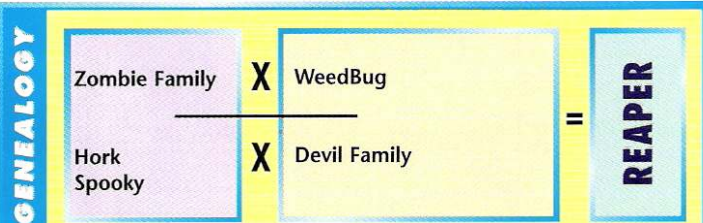
Pedigree
Other Parent
Ultimate Result

REAPER

LEARNED SKILLS

NAME	LV LEARNED
DevilCut	13
EerieLite	15
Curse	16

HABITAT
Medal Gate 9-18; Sleep Gate 11-20; Foreign Master



STATS

HP	D
MP	E
Attack	D
Defense	C
Agility	C
Intelligence	C



HOW TO CREATE THE ULTIMATE ROTRAVEN

DeadNoble * Bazoocall * HealUsAll LV139+
Andreal * Revive LV119-139
Blizzarddy LV79-99
Phoenix * HealAll * MagicWall LV99-59

WhiteKing
RainHawk * Surge * MegaMagic

Pedigree
Other Parent
Ultimate Result

ROTRAVEN

LEARNED SKILLS

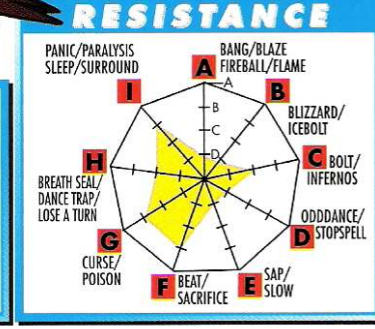
NAME	LV LEARNED
Lightning	11
BoltSlash	12
Kamikaze	19

HABITAT
Reflection Gate 21-28; Sleep Gate 21-29; Foreign Master



STATS

HP	D
MP	C
Attack	C
Defense	C
Agility	A
Intelligence	A



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
x = This is a skill that can be forgotten after the skill has been learned



DeadNoble * StrongD * BazonCall * HealUsAll LV139+

Andreal * Surge * Revive LV119-138

ChopClown * TwinHits LV139+

LizardMan * GigaSlash

WhiteKing

HOW TO CREATE THE ULTIMATE SERVANT

Servant * Focus

Lionex

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	D
Attack	A
Defense	C
Agility	B
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
Blaze	2
IceBolt	6
Focus	19

HABITAT

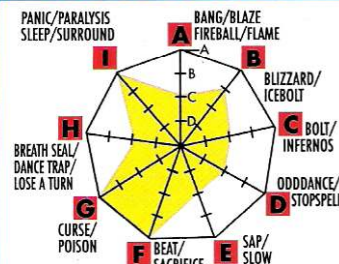
Temptation Gate 20—Boss who cannot be recruited; Reflection Gate 29—Boss who may be recruited; Foreign Master

GENEALOGY

Skeletor	X	Skeletor
WhiteKing	X	Devil Family

SERVANT

RESISTANCE



Skeletor * Focus LV99-118

KingSlime * Revive LV99-118

IceMan * StrongD LV19-33

LavaMan * Guardian X LV79-118

WhiteKing

HOW TO CREATE THE ULTIMATE SHADOW

Shadow * ThickFog

GoldGolem * BigBang * Surge * BazonCall * Meditate I

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	D
Attack	D
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FrigidAir	4
K.O.Dance	21
ThickFog	23

HABITAT

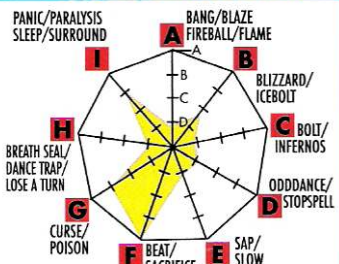
Reflection Gate 1-10; Sleep Gate 11-20; Foreign Master

GENEALOGY

Zombie Family	X	Material Family
---------------	---	-----------------

SHADOW

RESISTANCE



DeadNoble * StrongD * BazonCall * HealUsAll LV139+

Snapper * StopSpell LV139+

CurseLamp * TwinHits

Digster LV118-138

Mummy * EvilSlash

HOW TO CREATE THE ULTIMATE SKELETOR

Skeletor * QuadHits

StoneMan * Meditate

Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	C
Attack	C
Defense	C
Agility	B
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
Sap	5
BirdBlow	13
BiAttack	20

HABITAT

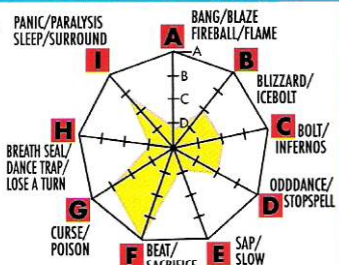
Sleep Gate 21-29; Foreign Master

GENEALOGY

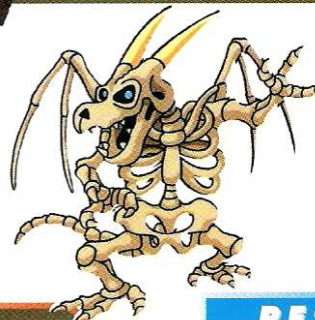
MadSpirit	X	Dragon Family
BoneSlave	X	BoneSlave
DeadNite	X	EvilBeast
Hork	X	Grizzly
Mudron	X	MadCat
Mummy	X	MadRaven
		StoneMan
		Golem
		GulpBeast
		MadCondor
		Ogre

SKELETOR

RESISTANCE



DRAGON WARRIOR MONSTERS



Skeletor * Defence	Servant * Focus
Skeletor	Skullgon
SkyDragon * Revive LV99-118	Divinegon * Meditate * BigBang
Orochi * Defeat * Hustle LV139+	

STATS	
HP	D
MP	E
Attack	C
Defense	D
Agility	D
Intelligence	C

SKULLGON

LEARNED SKILLS	
NAME	LV LEARNED
FrigidAir	4
TwinSlash	9
IceSlash	12

HABITAT

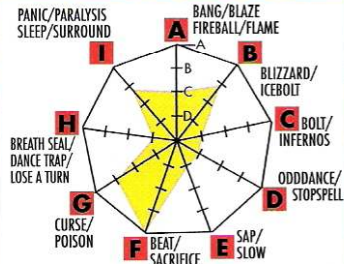
Sleep Gate 21-29; Foreign Master

GENEALOGY

BoneSlave Skeletor WhiteKing	X	Dragon Family	
Dragon Family	X	DeadNoble Skullgon	Servant WhiteKing
Zombie Family	X	Andreal GreatDrak Swordgon	BattleRex Orochi Divinegon Rayburn

SKULLGON

RESISTANCE



DeadNoble * MegaMagic * BazooCall * StrongU LV139+	WhiteKing
Andreal * Surge LV118-133	Spooky
SpotKing * QuadHits LV1-18	KingSlime * HealAll * Revive
GreatDrak * TwinHits LV139+	

STATS	
HP	C
MP	C
Attack	D
Defense	C
Agility	A
Intelligence	B

SPOOKY

LEARNED SKILLS	
NAME	LV LEARNED
LushLicks	8
Radiant	13
MouthShut	18

HABITAT

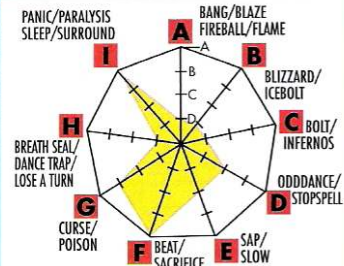
Talisman Gate 1-5; Sleep Gate 1-5

GENEALOGY

Zombie Family X Slime Family

SPOOKY

RESISTANCE



DeadNoble * BazooCall * StrongU LV139+	Putrepup * Defence
Unicorn * HealAll	WhiteKing
Servant LV139+	DracoLord * Meditate
Andreal * Surge * Revive LV118-133	

STATS	
HP	D
MP	C
Attack	D
Defense	D
Agility	B
Intelligence	A

WHITEKING

LEARNED SKILLS	
NAME	LV LEARNED
Infernos	3
Bolt	7
Chance	41

HABITAT

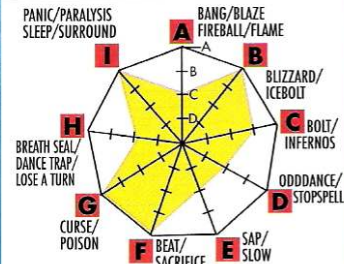
This monster can only be created through breeding.

GENEALOGY

Zombie Family	X	??? Family	
BoneSlave DeadNoble Skeletor Skullgon	X	Andreal GoldGolem KingLeo MetalKing WhipBird	Blizzardy GreatDrak KingSlime SpotKing ZapBird

WHITEKING

RESISTANCE



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
x = This is a skill that can be forgotten after the skill has been learned



DeadNoble * StrongD * BazoCall * MegaMagic LV123+
Andreal * Surge * Revive LV119-138
BigEye * HealAll * HealUsAll LV79-98
BombCrag * Meditate

WhiteKing
WindMerge
WindBeast

HOW TO CREATE THE ULTIMATE WINDMERGE

Pedigree
 Other Parent
 Ultimate Result

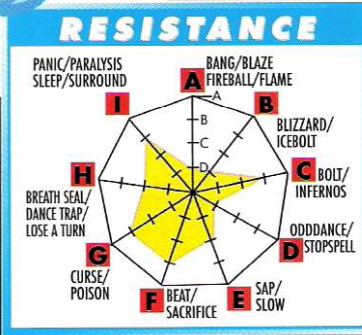


STATS	
HP	D
MP	D
Attack	D
Defense	C
Agility	B
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
Infernos	3
CurseOff	8
Barrier	19

HABITAT
 Sleep Gate 11-20; Labyrinth Gate 21-22; Foreign Master

GENEALOGY



IceMan * StrongD LV19-38
LavaMan LV79-98
Servant * Focus * Curse LV139+
Andreal * Revive LV119-138

GoldGolem * BigBang * BazoCall * Surge
Balzak
DracoLord * Meditate

HOW TO CREATE THE ULTIMATE BALZAK

Pedigree
 Other Parent
 Ultimate Result

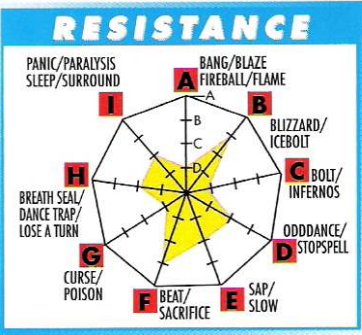
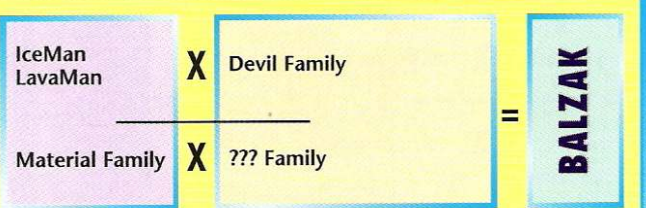


STATS	
HP	D
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
Bang	5
Bolt	7
MultiCut	29

HABITAT
 Bazaar Edge Gate 21-29; Foreign Master

GENEALOGY



SabreMan
DeadNoble * StrongD * BazoCall * MegaMagic LV139+
HornBeet * Meditate LV139+
HornBeet * PoisonHit LV139+

Roboster * QuadHits
BombCrag
Armorpion * EvilSlash

HOW TO CREATE THE ULTIMATE BOMBCRAG

Pedigree
 Other Parent
 Ultimate Result

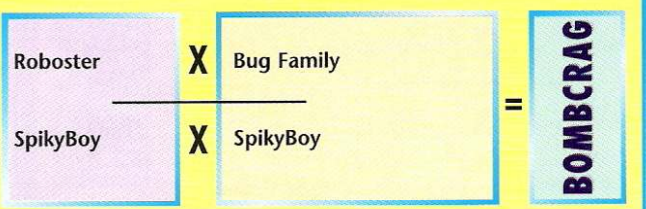


STATS	
HP	D
MP	C
Attack	C
Defense	D
Agility	E
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Sacrifice	2
Meditate	27
Farewell	33

HABITAT
 Bazaar Edge Gate 21-29; Foreign Master

GENEALOGY



ZOMBIE FAMILY MATERIAL FAMILY



DRAGON WARRIOR MONSTERS



STATS	
HP	D
MP	D
Attack	E
Defense	D
Agility	B
Intelligence	D



HOW TO CREATE THE ULTIMATE COILBIRD

IceMan * StrongD LV19-38
LavaMan * Guardian * Curse LV79-98
Blizzard LV79-98
Phoenix * HealAll * MagicWall LV39-58

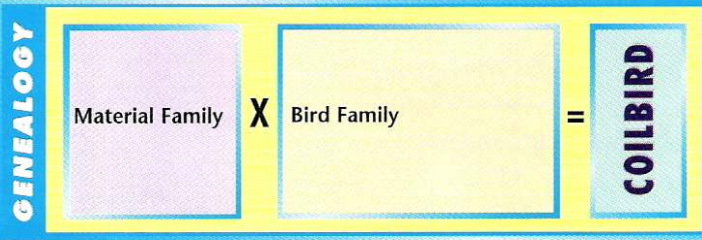
GoldGolem * Meditate * Surge
BazooCall

RainHawk * MegaMagic

Pedigree
Other Parent
Ultimate Result

LEARNED SKILLS	
NAME	LV LEARNED
DeChaos	7
NumbOff	9
SuckAll	14

HABITAT
Bazaar Edge Gate 1-5; Peace Gate 1-3



HOW TO CREATE THE ULTIMATE CURSELAMP

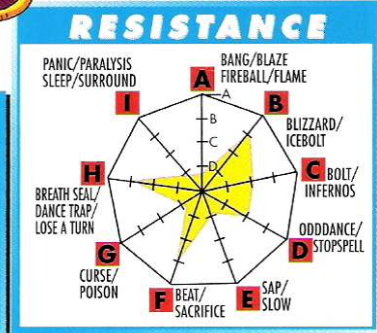
SabreMan
Unicorn * Revive
Blizzard LV79-98
Phoenix * MagicWall * HealAll LV39-58

Roboster * QuadHits
Curselamp * TwinHits

RainHawk * Surge * MegaMagic
StrongD

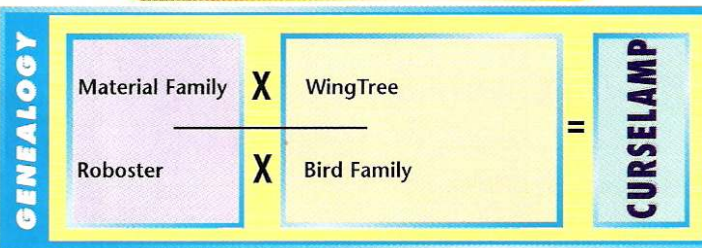
Pedigree
Other Parent
Ultimate Result

STATS	
HP	C
MP	C
Attack	C
Defense	D
Agility	B
Intelligence	B



LEARNED SKILLS	
NAME	LV LEARNED
Speed	2
Upper	3
TwinHits	18

HABITAT
Bazaar Edge Gate 11-20; Library Gate 1-15; Foreign Master



HOW TO CREATE THE ULTIMATE EVILPOT

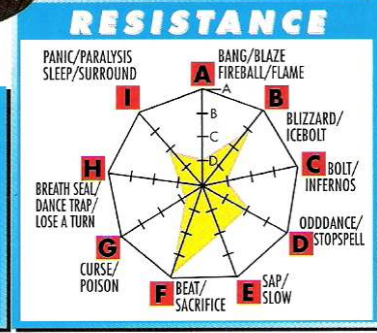
IceMan * StrongD LV19-38
LavaMan * Curse LV79-98
KingSlime * HealAll * Revive
HornBeet * Meditate LV139+

GoldGolem * BigBang * Surge * BazooCall
EvilPot

Snaily

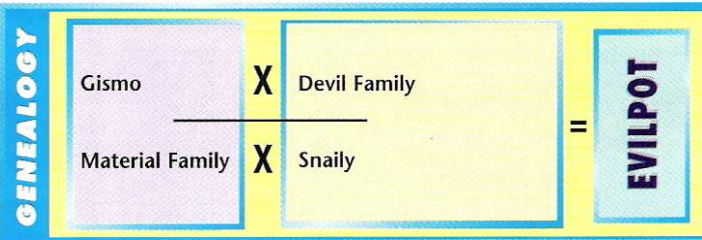
Pedigree
Other Parent
Ultimate Result

STATS	
HP	C
MP	D
Attack	D
Defense	C
Agility	A
Intelligence	C



LEARNED SKILLS	
NAME	LV LEARNED
Sleep	5
Massacre	13
Beat	17

HABITAT
This monster can only be created through breeding.



o = This is a monster that you should obtain from a Foreign Master
o = This is a skill that you should keep after you learn the skill
x = This is a skill that this monster learns once the required skills o/x have been learned
x = This is a skill that can be forgotten after the skill has been learned

MATERIAL FAMILY



IceMan LV19-28
LavaMan * Curse LV79-98
SkyDragon * Revive LV99-118
Orochi * Hustle * Lure/Dance LV139+

GoldGolem * BigBang * BazzooCall
Divinegon * Meditate

HOW TO CREATE THE ULTIMATE EVILWAND

EvilWand

Pedigree
 Other Parent
 Ultimate Result

LEARNED SKILLS

NAME	LV LEARNED
FrigidAir	4
DeChaos	7
MapMagic	11

HABITAT

Bazaar Edge Gate 11-20;
 Reflection Gate 1-5; Foreign Master

GENEALOGY

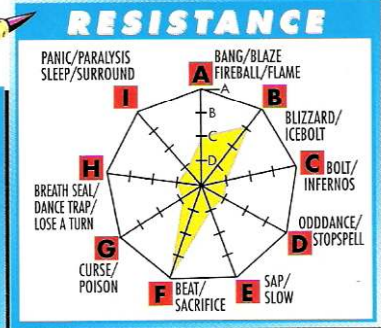
Material Family X Dragon Family =

EVILWAND



STATS

HP	D
MP	D
Attack	C
Defense	C
Agility	A
Intelligence	B



IceMan * StrongD LV19-28
LavaMan * Guardian X LV79-98
ManEater * LushLicks LV59-78
ManEater

GoldGolem * Surge * BigBang * BazzooCall * Meditate I
Snapper * StopSpell

HOW TO CREATE THE ULTIMATE FACER

Facer * LifeSong

Pedigree
 Other Parent
 Ultimate Result

LEARNED SKILLS

NAME	LV LEARNED
Sacrifice	2
Infernos	3
LifeSong	28

HABITAT

Bazaar Edge Gate 6-10;
 Stable Gate 6-11; Wisdom Gate 1-5

GENEALOGY

Material Family X Plant Family =

FACER



STATS

HP	C
MP	C
Attack	C
Defense	C
Agility	E
Intelligence	C



Golem * StrongD * Hustle LV79-98
ChopClown * Meditate * Focus LV139+
KingSlime * HealAll * Revive * EvilSlash LV99-118
Andreol * Surge LV119-138

MadMirror
DrakSlime

HOW TO CREATE THE ULTIMATE GISMO

Gismo

Pedigree
 Other Parent
 Ultimate Result

LEARNED SKILLS

NAME	LV LEARNED
FireAir	4
FrigidAir	4
SuckAir	18

HABITAT

Bazaar Edge Gate 11-20;
 Medal Gate 1-8; Labyrinth Gate 1-22; Foreign Master

GENEALOGY

Goopi MadCandle MadMirror X DrakSlime EvilSeed FireWeed MistyWing Phoenix Wyvern =

GISMO



STATS

HP	D
MP	D
Attack	C
Defense	D
Agility	C
Intelligence	A



MATERIAL FAMILY



DRAGON WARRIOR MONSTERS

MATERIAL FAMILY

MetalDrak * EvilSlash
LV119-138

IceMan * StrongD

HOW TO CREATE THE ULTIMATE GOLDOLEM

GoldGolem * Surge
* BigBang * Bazoocall * Meditate

MetalDrak

LavaMan * Cover x

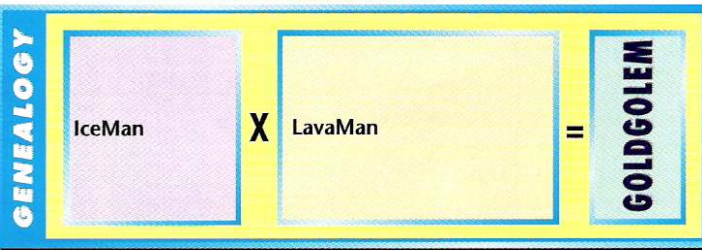
Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	D
Attack	C
Defense	A
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
TatsuCall	21
Surge	24
BigBang	37

HABITAT
This monster can only be created through breeding.



Goopi * YellHelp
* Dodge

MudDoll * SideStep
* OddDance

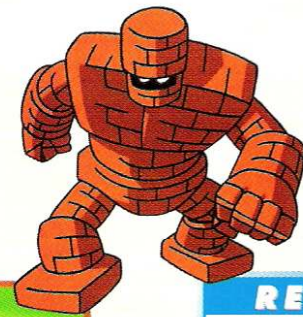
HOW TO CREATE THE ULTIMATE GOLEM

Golem * StrongD
* ChargeUp

Goopi

MudDoll * Hustle

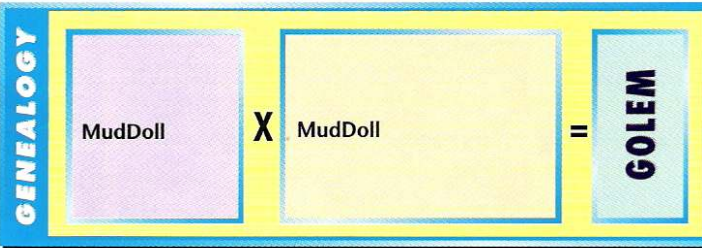
Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	E
Attack	C
Defense	D
Agility	D
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
PsycheUp	13
ChargeUp	15
StrongD	15

HABITAT
Talisman Gate 6—Boss;
Foreign Master



StoneMan * Meditate
LV139+

JewelBag * StopSpell

HOW TO CREATE THE ULTIMATE GOOPI

Goopi

SpotKing

KingSlime * HealAll
* Revive

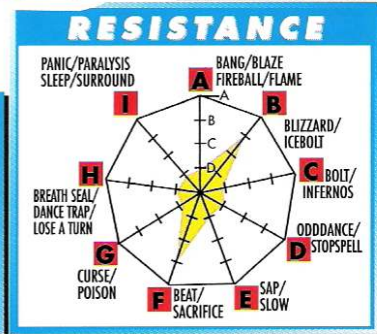
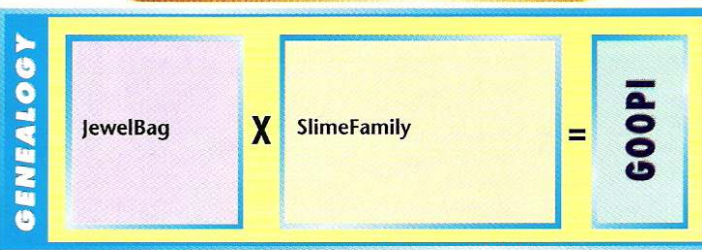
Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	D
Attack	C
Defense	D
Agility	D
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
LegSweep	7
CallHelp	18
Dodge	19

HABITAT
Bazaar Edge Gate 1-5;
Memories Gate 1-2;
Talisman Gate 3-5



● = This is a monster that you should obtain from a Foreign Master
 ○ = This is a skill that you should keep after you learn the skill
 x = This is a skill that can be forgotten after the skill has been learned



Andreal * Revive * Surge LV119-130

StoneMan * Meditate LV139+

DeadNoble * HealAll * MegaMagic * BazonCall LV139+

KingSlime * HealAll

MetalDrak

HOW TO CREATE THE ULTIMATE ICEMAN

IceMan StrongD

WhiteKing

Pedigree

Other Parent

Ultimate Result

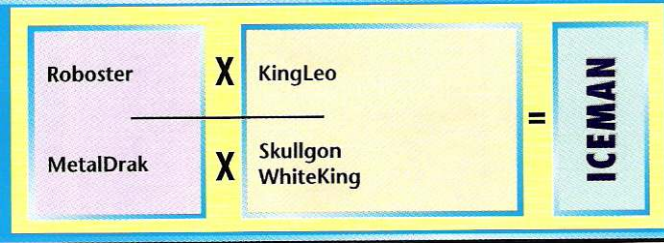


STATS	
HP	D
MP	D
Attack	C
Defense	C
Agility	D
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
FrigidAir	4
IceBolt	6
StrongD	15

HABITAT	
Foreign Master	

GENEALOGY



IceMan * StrongD LV19-30

LavaMan * Guardian X LV79-98

SpotKing

DeadNoble * MegaMagic LV139+

GoldGolem * Meditate I * Surge * BigBang

JewelBag

HOW TO CREATE THE ULTIMATE JEWELBAG

KingSlime * Revive * HealAll

Pedigree

Other Parent

Ultimate Result

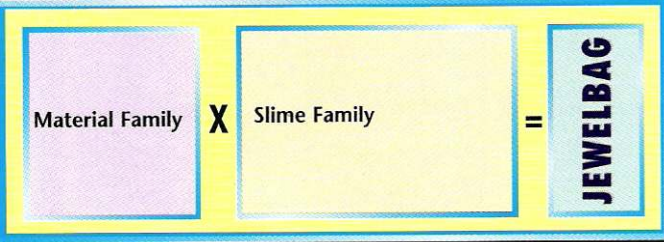


STATS	
HP	D
MP	C
Attack	C
Defense	C
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Firebal	4
StopSpell	10
PanicAll	13

HABITAT	
Bazaar Edge Gate 11-20;	
Reflection Gate 26-28;	
Foreign Master	

GENEALOGY



GreatDrak * TwinHits LV139+

Digster * StrongD

Roboster * Focus LV139+

Unicorn * LureDance * Revive

MetalDrak

HOW TO CREATE THE ULTIMATE LAVAMAN

LavaMan * Guardian X * Meditate I

KingLeo * QuadHits

Pedigree

Other Parent

Ultimate Result

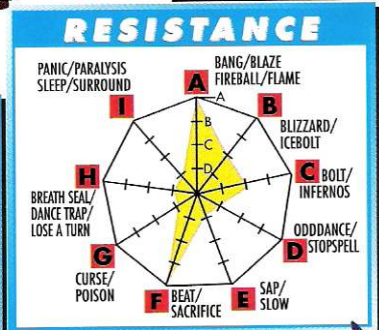


STATS	
HP	C
MP	C
Attack	C
Defense	C
Agility	D
Intelligence	D

LEARNED SKILLS	
NAME	LV LEARNED
Blaze	2
FireAir	4
Cover	6

HABITAT	
Foreign Master	

GENEALOGY



MATERIAL FAMILY



DRAGON WARRIOR MONSTERS



IceMan * StrongD ○	GoldGolem * Meditate I
LV19-33	* BigBang * Surge * BazooCall
LavaMan * Guardian X	HOW TO CREATE THE ULTIMATE MADCANDLE
LV99-118	MadCandle
Unicorn * HealAll * Revive	Goategon
LizardMan * EvilSlash	Pedigree
	Other Parent
	Ultimate Result

MADCANDLE

NAME	LV LEARNED
Blaze	2
Whistle	5
PsycheUp	13

HABITAT

Bazaar Edge Gate 6-10;
Arena—Left Gate 1-12

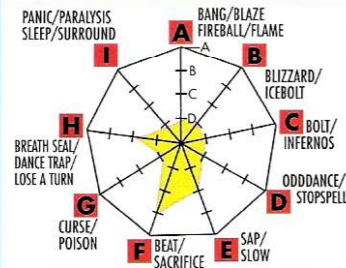
GENEALOGY

Material Family X Beast Family =

MADCANDLE

STATS	
HP	C
MP	B
Attack	D
Defense	D
Agility	A
Intelligence	A

RESISTANCE



IceMan * StrongD ○	GoldGolem * BigBang
LV19-33	* BazooCall * Surge * Meditate I
LavaMan * Guardian X	HOW TO CREATE THE ULTIMATE MADMIRROR
LV79-88	MadMirror
ArcDemon * FireSlash * BoltSlash	Akubar * GigaSlash I
* VaseSlash * IceSlash X	Pedigree
LV19-33	Other Parent
GateGuard * Thickfog	Ultimate Result
LV139+	

MADMIRROR

NAME	LV LEARNED
MapMagic	11
MagicBack	17
Transform	22

HABITAT

Bazaar Edge Gate 11-20;
Foreign Master

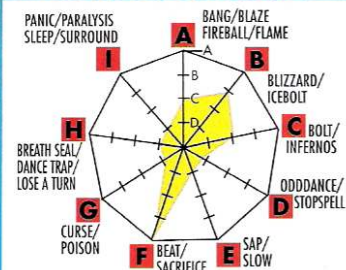
GENEALOGY

Material Family X Devil Family =

MADMIRROR

STATS	
HP	D
MP	C
Attack	C
Defense	D
Agility	A
Intelligence	C

RESISTANCE



IceMan * StrongD ○	GoldGolem * BigBang
LV19-33	* Surge * Meditate I
LavaMan * Guardian X	HOW TO CREATE THE ULTIMATE METALDRAK
LV79-88	MetalDrak
SkyDragon * Revive	Andreal
LV99-118	Pedigree
DeadNoble * BazooCall * HealUsAll	Other Parent
* MegaMagic	Ultimate Result
LV139+	

METALDRAK

NAME	LV LEARNED
SandStorm	11
Massacre	13
RockThrow	17

HABITAT

Bazaar Edge Gate 21-29;
Foreign Master

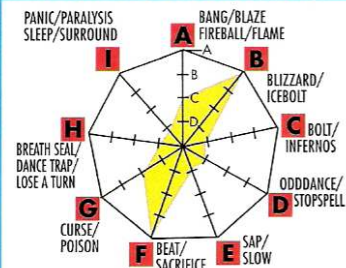
GENEALOGY

Material Family X Andreal
MetalDrak Roboster X Dragon Family
Andreal X Digster Golem
GreatDrak KingSlime Roboster
Spikerous Skullgon SlimeBorg
StoneMan

METALDRAK

STATS	
HP	C
MP	D
Attack	D
Defense	C
Agility	A
Intelligence	A

RESISTANCE



○ = This is a monster that you should obtain from a Foreign Master
● = This is a skill that you should keep after you learn the skill

I = This is a skill that this monster learns once the required skills ○/● have been learned
x = This is a skill that can be forgotten after the skill has been learned



IceMan * StrongD LV19-33

LavaMan * Cover X LV79-98

KingSlime * HealAll * Revive

CurseLamp

GoldGolem * BigBang * Meditate * Surge * BazoCal

HOW TO CREATE THE ULTIMATE MIMIC

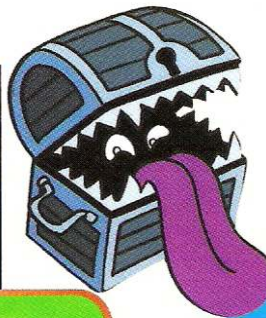
BoxSlime

Mimic Defeat

Pedigree

Other Parent

Ultimate Result



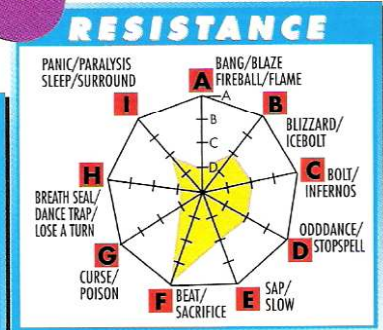
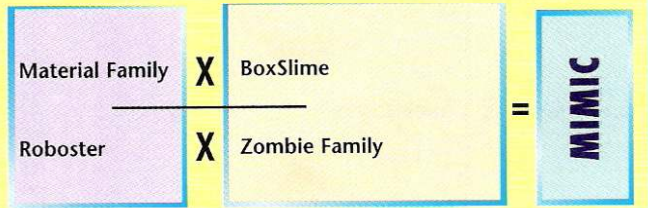
STATS	
HP	A
MP	B
Attack	D
Defense	C
Agility	E
Intelligence	C

LEARNED SKILLS	
NAME	LV LEARNED
Blaze	2
StepGuard	11
Beat	17

HABITAT

This monster pretends to be a treasure chest in the Outer World.

GENEALOGY



JewelBag * StopSpell

KingSlime * EvilSlash * Revive * HealAll LV99-118

JewelBag

SpotKing * QuadHits * YellHelp LV1-18

Goopi * LegSweep

HOW TO CREATE THE ULTIMATE MUDDOLL

MudDoll * Hustle

Goopi

Pedigree

Other Parent

Ultimate Result



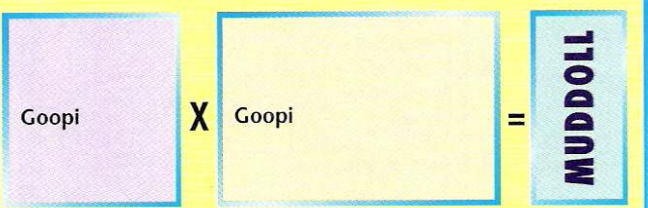
STATS	
HP	C
MP	E
Attack	D
Defense	D
Agility	E
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
SideStep	10
OddDance	11
Hustle	19

HABITAT

Bazaar Edge Gate 1-5; Well Gate 6-11; Strength Gate 1-5

GENEALOGY



IceMan * StrongD LV19-33

LavaMan * Curse * Guardian * EarieLife LV79-98

Trumpeter * WarCry LV139+

MetalDrak

GoldGolem * BigBang * Surge * BazoCal * Meditate

HOW TO CREATE THE ULTIMATE ROBOSTER

Roboster

KingLeo

Pedigree

Other Parent

Ultimate Result



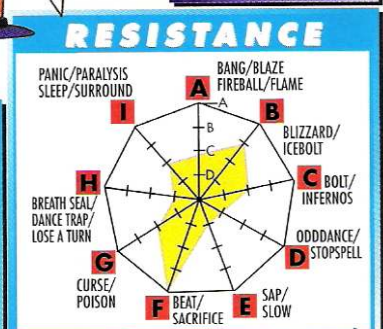
STATS	
HP	C
MP	E
Attack	D
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
SquallHit	13
RainSlash	16
BiAttack	20

HABITAT

Bazaar Edge Gate (21-29); Foreign Master

GENEALOGY



DRAGON WARRIOR MONSTERS



STATS	
HP	D
MP	E
Attack	D
Defense	D
Agility	A
Intelligence	B

IceMan *StrongD LV19-33

GoldGolem *BigBang *BazooCall *Surge *Meditate I

LavaMan *Guardian LV79-99

HOW TO CREATE THE ULTIMATE ROGUEWITE

RogueNite *HealAll *EvilSlash

Skeletor

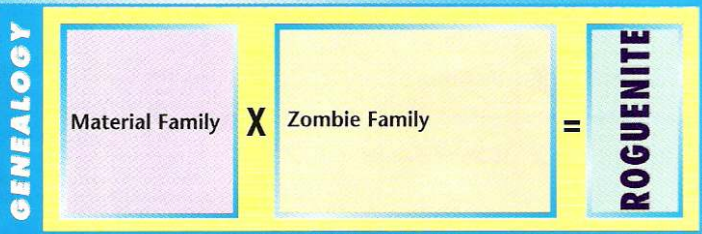
Servant *Focus

Pedigree
Other Parent
Ultimate Result

ROGUEWITE

LEARNED SKILLS	
NAME	LV LEARNED
Heal	2
MetalCut	13
EvilSlash	16

HABITAT
Bazaar Edge Gate 6-10;
Medal Gate 6-18; Foreign Master



RogueNite *HealAll *EvilSlash

StoneMan *Meditate

Digster *StrongD LV119-133

HOW TO CREATE THE ULTIMATE SABREMAN

SabreMan

WhipBird *ThickFog *BazooCall

FunkyBird

Pedigree
Other Parent
Ultimate Result

SABREMAN

LEARNED SKILLS	
NAME	LV LEARNED
RobMagic	8
Paralyze	10
DevilCut	13

HABITAT
Bazaar Edge Gate 1-5; Well Gate 9-11; Bravery Gate 4-5



STATS	
HP	C
MP	E
Attack	C
Defense	C
Agility	A
Intelligence	C



IceMan *StrongD LV19-33

GoldGolem *Surge *BigBang *BazooCall *Meditate I

LavaMan *Guardian *Curse LV79-99

HOW TO CREATE THE ULTIMATE SPIKYBOY

SpikyBoy

HornBeet LV139+

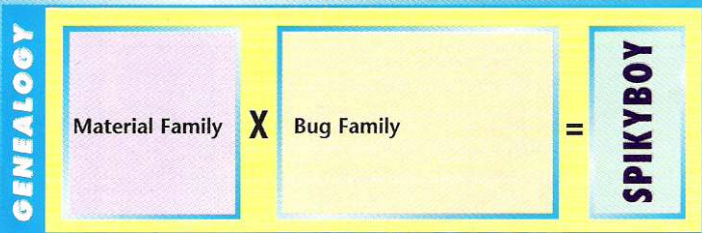
Armorpion *EvilSlash

Pedigree
Other Parent
Ultimate Result

SPIKYBOY

LEARNED SKILLS	
NAME	LV LEARNED
Sacrifice	2
SlimeBlow	13
HighJump	21

HABITAT
Bazaar Edge Gate 6-10; Happiness Gate 17; Temptation Gate 1-8



STATS	
HP	C
MP	D
Attack	D
Defense	C
Agility	D
Intelligence	A



• = This is a monster that you should obtain from a Foreign Master
 • = This is a skill that you should keep after you learn the skill
 x = This is a skill that this monster learns once the required skills (•/x) have been learned
 x = This is a skill that can be forgotten after the skill has been learned

MATERIAL FAMILY



Roboster * HealAll * Focus LV138+

WhipBird * EvilSlash * BazonCall LV138+

Armorpede * TwinHits

Orc * Revive

CurseLamp

StoneMan * Meditate

HornBeet

HOW TO CREATE THE ULTIMATE STONEMAN

Pedigree
 Other Parent
 Other Parent
 Ultimate Result



STATS	
HP	C
MP	B
Attack	C
Defense	C
Agility	E
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Cover	6
SuckAll	14
Meditate	27

HABITAT

Strength Gate 11—Boss who cannot be recruited; Foreign Master

GENEALOGY

Golem
DeadNite
Hork
Mudron
Mummy

X

Golem

=

Material Family

X

Digster
HornBeet

STONEMAN



IceMan * StrongD LV19-39

LavaMan * Guardian X * Curse LV79-99

WeedBug * MagicWall

DeadNoble * HealUsAll LV139+

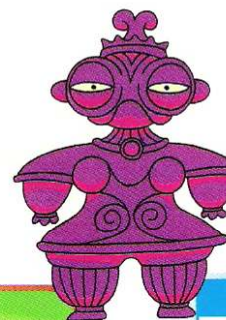
GoldGolem * BigBang * BazonCall * Surge * Meditate

Voodoo

Lipsy

HOW TO CREATE THE ULTIMATE VOODO

Pedigree
 Other Parent
 Other Parent
 Ultimate Result



STATS	
HP	D
MP	C
Attack	C
Defense	C
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Sap	5
Surround	11
PanicAll	13

HABITAT

Bazaar Edge Gate 21-29; Foreign Master

GENEALOGY

Material Family

X

Lipsy

=

Golem
StoneMan

X

DrakSlime
RockSlime
SlimeNite
Snaily

VOODO



WhiteKing * Thordain

MetaKing

Andreal * Surge * Revive * PoisonGas LV119-139

MedusaEye * Defence

Hargon * BazonCall

Baramos * Bellblast

Orochi * QuadHits

HOW TO CREATE THE ULTIMATE BARAMOS

Pedigree
 Other Parent
 Other Parent
 Ultimate Result



STATS	
HP	D
MP	A
Attack	D
Defense	D
Agility	B
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
Bang	5
RockThrow	17
Hellblast	35

HABITAT

Control Gate 27—Boss who cannot be recruited

GENEALOGY

Hargon

X

Orochi

=

BARAMOS



DRAGON WARRIOR MONSTERS



DeathMore Transformed * UltraDown	DeathMore Final form DeMagic * BigBang * Focus
Mudou * Poisonair	Darkdrium * Thordain
N/A	Watabou * Imitate * Chance
N/A	

STATS	
HP	A
MP	A
Attack	A
Defense	C
Agility	A
Intelligence	A

DARKDRUM

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
FrigidAir	4
Bolt	7

HABITAT

This monster can only be created through breeding.

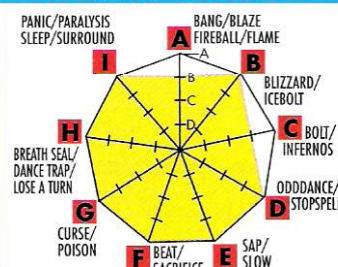
GENEALOGY

DeathMore
(Final Form)

X Watabou

DARKDRUM

RESISTANCE



Mirudraas * Thordain	Mirudraas Transformed * Focus
Spikerous * Bounce * Thickfog (LV99-119)	DeathMore * Hellblast * BazooCall
DracoLord * Meditate	Zoma * BigBang
Sidoh	

STATS	
HP	C
MP	A
Attack	A
Defense	D
Agility	A
Intelligence	A

DEATHMORE

LEARNED SKILLS	
NAME	LV LEARNED
TatsuCall	21
Hellblast	35
BigBang	37

HABITAT

Old Man's Gate 30—Boss who cannot be recruited

GENEALOGY

Zoma

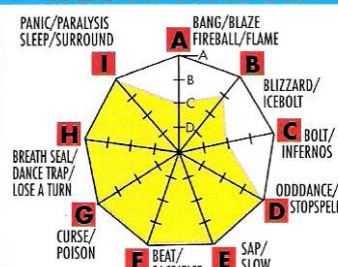
X Mirudraas
Mirudraas (Transformed)

Mirudraas
Mirudraas (Transformed)

X Zoma

DEATHMORE

RESISTANCE



Mirudraas * Thordain	DeathMore * Hellblast * BazooCall
Zoma * SuckMagic * BigBang	DeathMore (Transformed) * UltraDown
HornBeet	Armorpion * EvilSlash
HornBeet * Meditate (LV-138+)	

STATS	
HP	C
MP	A
Attack	A
Defense	D
Agility	A
Intelligence	A

DEATHMORE (TRANSFORMED)

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
Ramming	13
UltraDown	22

HABITAT

This monster can only be created through breeding.

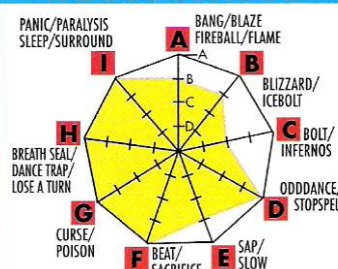
GENEALOGY

DeathMore

X Armorpion

DEATHMORE
(TRANSFORMED)

RESISTANCE



• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills •/x have been learned
x = This is a skill that can be forgotten after the skill has been learned



DeathMore * **BazonCall** 

Armorpion * **EvilSlash** 

Baramos * **Hellblast** 

DarkHorn * **StopSpell** 

DeathMore Final form 

HOW TO CREATE THE ULTIMATE DEATHMORE (FINAL FORM)

DeathMore (Final Form) * **Focus** * **BigBang** * **DeMagic** 

Mudou * **Poisonair** 

Pedigree
Other Parent
Ultimate Result



STATS	
HP	C
MP	A
Attack	A
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Focus	19
DeMagic	21
BigBang	37

HABITAT

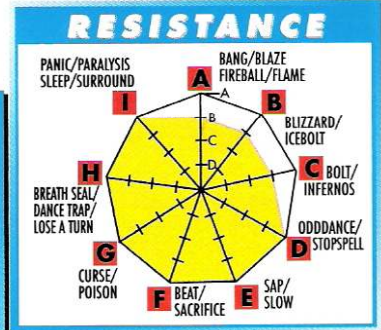
This monster can only be created through breeding.

GENEALOGY

DeathMore (Transformed)

X Mudou

= **DEATHMORE (FINAL FORM)**



Skeletor * **QuadHits** 

Skeletor * **Defence** 

SkyDragon * **Revive** 

LV99-118

DeadNoble * **Strong** * **BigBang** * **MegaMagic** 

LV-139+

Servant 

HOW TO CREATE THE ULTIMATE DRACOLORD

DracoLord * **Meditate** 

Andreall * **Poisonair** 

Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	A
Attack	D
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
Firebal	4
Meditate	27
BeDragon	28

HABITAT

Ambition Gate 30—Boss who cannot be recruited

GENEALOGY

Servant

X Andreall GreatDrak

= **DRACOLORD**



Servant * **Focus** * **Curse** 

LV-139+

GreatDrak * **TwinHits** 

LV139+

SkyDragon * **Revive** 

LV99-118

Orochi * **QuadHits** 

LV139+

DracoLord * **Meditate** 

HOW TO CREATE THE ULTIMATE DRACOLORD (DRAGON)

DracoLord (Dragon) * **Surge** 

Divinegon * **BigBang** 

Pedigree
Other Parent
Ultimate Result



STATS	
HP	D
MP	A
Attack	C
Defense	D
Agility	A
Intelligence	B

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
Massacre	13
Surge	24

HABITAT

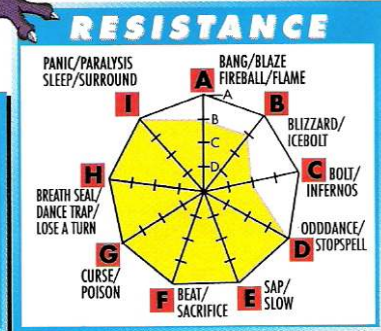
This monster can only be created through breeding.

GENEALOGY

DracoLord

X Divinegon

= **DRACOLORD (DRAGON)**



??? FAMILY



DRAGON WARRIOR MONSTERS



Durran		Pizzaro	* Hellblast * QuadHits			
Divinegon	* BigBang * Meditate		HOW TO CREATE THE ULTIMATE ESTERK	Esterk	* GigaSlash	
Roboster	* Focus		KingLeo		Pedigree	
Unicorn	* HealAll * Revive				Other Parent	
					Ultimate Result	

STATS	
HP	A
MP	A
Attack	A
Defense	C
Agility	A
Intelligence	A

ESTERK

LEARNED SKILLS

NAME	LV LEARNED
RainSlash	16
BiAttack	20
GigaSlash	34

HABITAT

Sleep Gate 30—Boss who cannot be recruited

GENEALOGY

Pizzaro

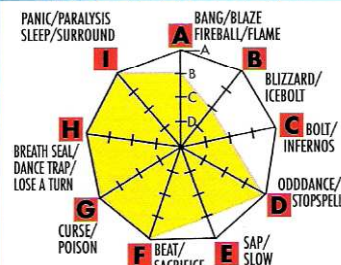
X

KingLeo

=

ESTERK

RESISTANCE



DeadNoble * HealAll * MegaMagic * StrongD LV139+ 	WhiteKing 	
WhipBird * QuadHits 	HOW TO CREATE THE ULTIMATE HARGON	Hargon * BazoeCall 
KingSlime * Revive LV99118 	MetalKing * Hellblast 	 Pedigree  Other Parent  Ultimate Result
MetalDrak * Chance LV139+ 		



STATS	
HP	D
MP	A
Attack	D
Defense	D
Agility	A
Intelligence	A

HARGON

LEARNED SKILLS

NAME	LV LEARNED
Firebal	4
Bang	5
TatsuCall	21

HABITAT

Demolition Gate 29—Boss who cannot be recruited

GENEALOGY

WhiteKing

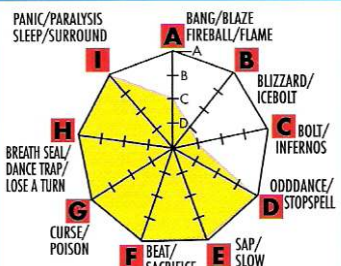
X

MetalKing

=

HARGON

RESISTANCE



Pizzaro		Esterk	* GigaSlash			
KingLeo		HOW TO CREATE THE ULTIMATE MIRUDRAAS	Mirudraas			
KingSlime	* HealAll * Revive		GoldSlime	* BigBang * Surge		 Pedigree
GoldGolem	* BazoeCall					 Other Parent
						 Ultimate Result



STATS	
HP	D
MP	A
Attack	A
Defense	D
Agility	A
Intelligence	A

MIRUDRAAS

LEARNED SKILLS

NAME	LV LEARNED
Blaze	2
Bang	5
Bolt	7

HABITAT

Bazaar Edge Gate 30—Boss who cannot be recruited

GENEALOGY

Esterk

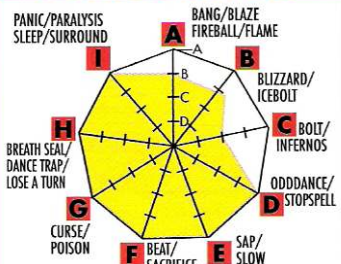
X

GoldSlime

=

MIRUDRAAS

RESISTANCE

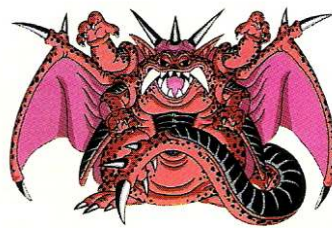


• = This is a monster that you should obtain from a Foreign Master
• = This is a skill that you should keep after you learn the skill

! = This is a skill that this monster learns once the required skills have been learned
x = This is a skill that can be forgotten after the skill has been learned



Esterk * QuadHits * GigaSlash	Mirudraas
GoldSlime * BigBang * Surge	HOW TO CREATE THE ULTIMATE MIRUDRAAS TRANSFORMED
KingCobra * Curse * TwinHits LV39-58	Mirudraas (Transformed) * DeMagic
Digster * Strength LV119-138	Spikerous
	Pedigree
	Other Parent
	Ultimate Result



STATS	
HP	A
MP	A
Attack	A
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
SuckAir	18
DeMagic	21

HABITAT
This monster can only be created through breeding.

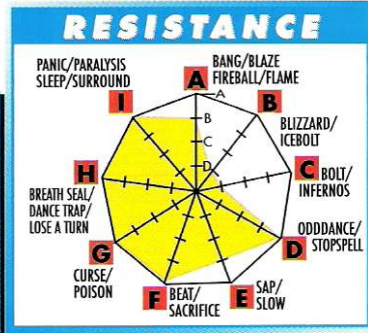
GENEALOGY

Mirudraas

X Spikerous

MIRUDRAAS TRANSFORMED

MIRUDRAAS (TRANSFORMED)



Hargon * BazooCall	Baramos * Hellblast
Orochi * QuadHits	HOW TO CREATE THE ULTIMATE MUDOU
Unicorn * Revive * HealAll	Mudou * PoisonAir
DracoLord * Meditate	DarkHorn * StopSpell
	Pedigree
	Other Parent
	Ultimate Result



STATS	
HP	D
MP	A
Attack	A
Defense	C
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
FrigidAir	4
PoisonGas	10

HABITAT
Arena—Right Gate 27—Boss who cannot be recruited

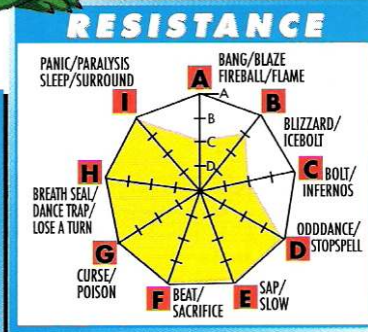
GENEALOGY

Baramos

X DarkHorn

MUDOU

MUDOU



GoldGolem * BigBang * Surge * BazooCall	Durran
Centasaur * StopSpell	HOW TO CREATE THE ULTIMATE PIZZARO
SkyDragon * Revive LV99-118	Pizzaro * QuadHits
Orochi * Hustle LV139+	Divinegon * Meditate
	Pedigree
	Other Parent
	Ultimate Result



STATS	
HP	D
MP	A
Attack	A
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
BiAttack	20
Hellblast	35

HABITAT
Extinction Gate 30—Boss who cannot be recruited

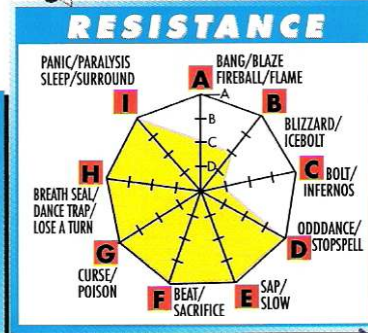
GENEALOGY

Durran

X Divinegon

PIZZARO

PIZZARO



DRAGON WARRIOR MONSTERS

Akubar * Focus	Jamirus
RainHawk * Strong * Surge * MegaMagic	Sidoh * Hellblast
AmberWeed * MagicWall * TwinHits	Rosevine
DracoLord * Meditate	



STATS	
HP	C
MP	A
Attack	C
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FireAir	4
FrigidAir	4
Hellblast	35

HABITAT	
Demolition Gate 29—Boss who cannot be recruited	

GENEALOGY



Servant * Focus	DracoLord * Meditate
Andreal * Revive * Surge LV119-135	Zoma * BigBang * DeMagic
Jamirus	Sidoh * Hellblast
Rosevine * QuadHits	

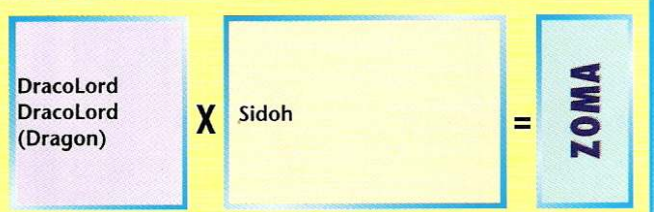


STATS	
HP	C
MP	A
Attack	A
Defense	D
Agility	A
Intelligence	A

LEARNED SKILLS	
NAME	LV LEARNED
FrigidAir	4
DeMagic	21
BigBang	37

HABITAT	
Mastermind Gate 30—Boss who cannot be recruited	

GENEALOGY



● = This is a monster that you should obtain from a Foreign Master
 ○ = This is a skill that you should keep after you learn the skill
 x = This is a skill that can be forgotten after the skill has been learned



Monster Recipes

If you are feeling daunted by the task of mating all of the monsters you've collected, then look no farther than this section. Here you'll find all of the possible combinations of monsters and their results.

Using this Section Wisely

As we discussed in the breeding section of this guide, there are two ways to breed monsters: by family and by specific monster. When breeding by family, you can choose any monster of a certain family and breed it with any monster from another family. For example, breeding a member of the Slime Family with one from the Dragon Family will net you either a DrakSlime or DragonKid (depending upon which monster sets the pedigree).

To create some monsters, however, you must breed a specific monster with another specific monster. For example, to create a Jamirus, you must breed an Akubar with a RainHawk. There are a handful of monsters that are not ever involved in the specific breeding of another monster—although they can be used when breeding by family. For these monsters, you'll see "N/A" under their name in this section.

Sometimes, you'll be given a range of monsters with which to breed to create a monster. ZapBirds, for instance, are created when you breed a Phoenix, MadCondor, or WhipBird with a Gismo. Some of the monster recipes require that you breed a specific monster with a member of a monster family. You can create a Grendal by breeding a member of the Devil Family with a MadDragon.

When deciding how to mate the monsters you've recruited, keep both of these methods in mind. Many of the lesser monsters are not used in specific recipes and can only be used when breeding by family. However, before you dismiss the prowess of these monsters, refer to the table below to see how the different families combine and what monsters you can create when you breed by family.

Basic Breeding by Family

		MATE									
		SLIME	DRAGON	BEAST	BIRD	PLANT	BUG	DEVIL	ZOMBIE	MATERIAL	???
PEDIGREE	SLIME FAMILY	—	DrakSlime	SpotSlime	WingSlime	TreeSlime	Snaily	SlimeNite	Babble	BoxSlime	KingSlime
	DRAGON FAMILY	DragonKid	—	Tortragon	Pteranod	Gasgon	FairyDrak	LizardMan	Poisongon	Swordgon	Orochi
	BEAST FAMILY	Tonguella	Almiraj	—	CatFly	PillowRat	Saccer	Grizzly	Skullroo	WindBeast	DarkHorn
	BIRD FAMILY	Picky	Wyvern	BullBird	—	Florajay	DuckKite	MadPecker	MadRaven	MistyWing	ZapBird
	PLANT FAMILY	MadPlant	FireWeed	FloraMan	WingTree	—	CactiBall	Gulpple	Toadstool	AmberWeed	Rosevine
	BUG FAMILY	GiantSlug	Catapila	Gophecada	Butterfly	WeedBug	—	GiantWorm	Lipsy	StagBug	Digster
	DEVIL FAMILY	Pixy	MedusaEye	Gremlin	Demonite	DarkEye	EyeBall	—	SkulRider	EvilBeast	ArcDemon
	ZOMBIE FAMILY	Spooky	MadSpirit	Putrepup	RotRaven	Mummy	DarkCrab	DeadNite	—	Shadow	WhiteKing
	MATERIAL FAMILY	JewelBag	EvilWand	MadCandle	CoilBird	Facer	SpikyBoy	MadMirror	RogueNite	—	Balzak



Specific Recipes by Monster

NOTE

IN THESE RECIPES, THE FIRST NAME LISTED IS THE ONE THAT SETS THE PEDIGREE. WHEN BREEDING WITH THE MASTER MONSTER TAMER, YOU MUST CHOOSE THAT MONSTER FIRST.

1EyeClown Recipes

1EyeClown x 1EyeClown = ChopClown
1EyeClown x Zombie Family = MedusaEye

AgDevil Recipes

AgDevil X Andreall
GreatDrak
KingLeo
KingSlime
MetalDrak
MetalKing
Orochi
SpotKing
StoneMan
Trumpeter
WhipBird
ZapBird = ArcDemon

AgDevil X Coatol
DeadNoble
MadCondor
MadRaven
MistyWing
Rosevine
Skullgon
SlimeBorg
Swordgon
WhiteKing = GateGuard

Akubar Recipes

Akubar x RainHawk = Jamirus

BattleRex
Gasgon
MadDragon
SkyDragon X Akubar = Andreall

RainHawk x Akubar = Jamirus

Almiraj Recipe

Almiraj x Dragon Family = WildApe
Slime Family x Almiraj = FangSlime

AmberWeed Recipes

AmberWeed x Beast Family = Stubsuck
Bug Family x AmberWeed = Eyeder

Andreall Recipes

Andreall X Digster
Golem
KingSlime
Roboster
Skullgon
SlimeBorg
StoneMan = MetalDrak

Andreall x MedusaEye = Orochi

AgDevil
Gigantes
Grendal X Andreall = ArcDemon

Servant x Andreall = DracoLord
Material Family x Andreall = MetalDrak
Zombie Family x Andreall = Skullgon

BoneSlave
Dead Noble
Skeletor
Skullgon X Andreall = WhiteKing

Anteater Recipes

N/A

ArcDemon Recipes

ArcDemon x GateGuard = Akubar
ArcDemon x Dragon Family = Centasaur
ArcDemon x Material Family = EvilArmor
ArcDemon x Beast Family = GoatHorn
ArcDemon x Zombie Family = Lionex

BattleRex
Gasgon
MadDragon
SkyDragon X ArcDemon = Andreall

BoneSlave
MadSpirit
Mudron
Skeletor X ArcDemon = DeadNoble

MetalDrak x ArcDemon = LavaMan
Bird Family x ArcDemon = Phoenix



Armorpede Recipes

Devil Family x Armorpede = EvilArmor
 Armorpede x Devil Family = HornBeet

Armorpion Recipes

DeathMore x Armorpion = DeathMore
 (Transformed)

ArmyAnt Recipes

N/A

ArmyCrab Recipes

Dragon Family x ArmyCrab = Spikerous

Babble Recipes

N/A

Balzak Recipes

Trumpeter x Balzak = KingLeo
 GulpBeast x Balzak = Trumpeter

Baramos Recipes

Baramos x DarkHorn = Mudou

BattleRex Recipes

BattleRex	X	Akubar	=	Andreal
		ArcDemon		
		DeadNoble		
		FunkyBird		
		Goategon		
		GoatHorn		
		Golem		
		Lionex		
		MadCondor		
		Ogre		
	Trumpeter			
	WhipBird			

BattleRex	X	Copycat	=	Coatol
		DarkHorn		
		MadKnight		
		StoneMan		

Dragon Family x BattleRex = GreatDrak
 SpotKing x BattleRex = KingSlime
 Zombie Family x BattleRex = Skullgon

DrakSlime	X	BattleRex	=	SlimeBorg
Metabble				
RockSlime				
SlimeNite				

KingSlime	X	BattleRex	=	SpotKing
MetalKing				

Goategon	X	BattleRex	=	Yeti
IronTurt				
MadCat				
WildApe				

BeanMan Recipes

Devil Family x BeanMan = Orc

BigEye Recipes

BigEye x Dragon Family = GulpBeast
 Dragon Family x BigEye = EvilSeed
 Devil Family x BigEye = Gigantes

BigRoost Recipes

Dragon Family x BigRoost = Crestpent

Blizzardy Recipes

Blizzardy x Phoenix = RainHawk

Blizzardy	X	Digster	=	WhipBird
		Golem		
		MetalDrak		
		RockSlime		
		SlimeBorg		
	StoneMan			

BoneSlave	X	Blizzardy	=	WhiteKing
DeadNoble				
Skeletor				
Skullgon				

BombCrag Recipes

Slime Family x BombCrag = RockSlime

BoneSlave Recipes

BoneSlave	X	ArcDemon	=	DeadNoble
		Copycat		
		GateGuard		
		Lionex		
		MetalDrak		
	Roboster			

BoneSlave x Bird Family = MadSpirit
 BoneSlave x BoneSlave = Skeletor
 BoneSlave x Dragon Family = Skullgon



BoneSlave Recipes, cont.

BoneSlave	X	Andreal Blizzardy GoldGolem GreatDrak KingLeo KingSlime MetalDrak SpotKing WhipBird ZapBird	=	WhiteKing
-----------	---	--	---	-----------

BoxSlime Recipes

Material Family	x	BoxSlime	=	Mimic
Zombie Family	x	BoxSlime	=	Mudron

BullBird Recipes

N/A

Butterfly Recipes

Butterfly	X	Butterfly Eyeder TailEater	=	Droll
Butterfly	x	Devil Family	=	GiantMoth
Eyeder TailEater	X	Butterfly	=	Droll
Plant Family	x	Butterfly	=	EvilSeed

CactiBall Recipes

N/A

Catapila Recipes

Catapila	x	Beast Family	=	Eyeder
----------	---	--------------	---	--------

CatFly Recipes

CatFly	x	Bird Family	=	WindBeast
--------	---	-------------	---	-----------

Centasaur Recipes

Centasaur	x	GoldGolem	=	Durran
GoldGolem	x	Centasaur	=	Durran
Dragon Family	x	Centasaur	=	GreatDrak
SpotKing	x	Centasaur	=	KingSlime
MetalDrak	x	Centasaur	=	LavaMan
KingSlime MetalKing	X	Centasaur	=	SpotKing

Chamelgon Recipes

N/A

ChopClown Recipes

N/A

Coatol Recipes

AgDevil Gigantes Grendal	X	Coatol	=	GateGuard
--------------------------------	---	--------	---	-----------

CoilBird Recipes

Bird Family	x	CoilBird	=	MadCondor
-------------	---	----------	---	-----------

Copycat Recipes

Battle Rex Gasgon LizardMan Pteranod SkyDragon	X	Copycat	=	Coatol
BoneSlave DeadNite Mudron Skeletor Skullgon	X	Copycat	=	DeadNoble
Slime Family	x	Copycat	=	Healer
Bird Family	x	Copycat	=	Phoenix
GulpBeast Tonguella	X	Copycat	=	SuperTen

Crestpent Recipes

Crestpent	x	Crestpent	=	WingSnake
-----------	---	-----------	---	-----------

CurseLamp Recipes

N/A

DanceVegi Recipes

DanceVegi	x	Devil Family	=	HerbMan
Bird Family	x	DanceVegi	=	FunkyBird
Zombie Family	x	DanceVegi	=	Mudron

DarkCrab Recipes

DarkCrab	x	Devil Family	=	NiteWhip
Bug Family	x	DarkCrab	=	ArmyCrab



Darkdrium Recipes

N/A

DarkEye Recipes

DarkEye x Zombie Family = MedusaEye
 Plant Family x DarkEye = EvilSeed

DarkHorn Recipes

BattleRex
 Gasgon
 LizardMan
 Pteranod
 SkyDragon

X DarkHorn **=** Coatol

Slime Family x DarkHorn = FangSlime
 Devil Family x DarkHorn = GoatHorn
 Roboster x DarkHorn = KingLeo
 Baramos x DarkHorn = Mudou

DeadNite Recipes

DeadNite

X FloraMan
 Gremlin
 HornBeet
 LandOwl
 MadGoose
 RockSlime
 SlimeBorg

= BoneSlave

DeadNite **X** DeadNite
 Copycat **=** DeadNoble

DeadNite x Bird Family = MadSpirit

DeadNite

X EvilBeast
 Golem
 Grizzly
 GulpBeast
 MadCat
 MadCondor
 MadRaven
 Ogre
 StoneMan

= Skeletor

Slime Family x DeadNite = RockSlime

DeadNoble Recipes

DeadNoble x Bird Family = MadSpirit
 DeadNoble x Dragon Family = Skullgon

DeadNoble

X Andreal
 Blizzardy
 GoldGolem
 GreatDrak
 KingLeo
 KingSlime
 MetalKing
 SpotKing
 WhipBird
 ZapBird

= WhiteKing

BattleRex
 Gasgon
 MadDragon
 SkyDragon

X DeadNoble **=** Andreal

Bird Family x DeadNoble = Blizzardy

AgDevil
 Gigantes
 Grendal

X DeadNoble **=** GateGuard

Grizzly
 Tonguella
 Trumpeter
 Unicorn
 WildApe
 Yeti

X DeadNoble **=** GulpBeast

SpotKing x DeadNoble = KingSlime
 SabreMan x DeadNoble = Roboster
 Dragon Family x DeadNoble = Skullgon

KingSlime
 MetalKing

X DeadNoble **=** SpotKing

DeathMore Recipes

DeathMore x Armorpion = DeathMore (Transformed)

DeathMore (Transformed) Recipes

DeathMore x Mudou = DeathMore (Final Form)

DeathMore (Final Form) Recipes

DeathMore x Watabou = Darkdrium (Final Form)

Demonite Recipes

Demonite x Slime Family = 1EyeClown
 Demonite x Demonite = GateGuard

GulpBeast
 Tonguella

X DeadNoble **=** SuperTen



Digster Recipes

Grizzly	X	Digster	=	GulpBeast
Tonguella				
Trumpeter				
Unicorn				
WildApe				
Yeti				

AgDevil	X	Digster	=	Ogre
Gigantes				
Grendal				

Andreal	X	Digster	=	MetalDrak
GreatDrak				
Spikerous				

Slime Family	x	Digster	=	RockSlime
Dragon Family	x	Digster	=	Spikerous
Material Family	x	Digster	=	StoneMan

Blizzardy	X	Digster	=	WhipBird
LandOwl				
MadCondor				
MadGoose				
ZapBird				

Divinegon Recipes

DracoLord	x	Divinegon	=	DracoLord (Dragon)
SpotKing	x	Divinegon	=	KingSlime
Durran	x	Divinegon	=	Pizzaro
Zombie Family	x	Divinegon	=	Skullgon

KingSlime	X	Divinegon	=	SpotKing
MetalKing				

Dracky Recipes

N/A

DracoLord Recipes

DracoLord	x	Divinegon	=	DracoLord (Dragon)
DracoLord (Dragon)	x	Sidoh	=	Zoma

DracoLord (Dragon) Recipes

DracoLord	x	Sidoh	=	Zoma
-----------	---	-------	---	------

Dragon Recipes

Dragon (+4 and up)	x	Dragon	=	GreatDrak
--------------------	---	--------	---	-----------

DragonKid Recipes

DragonKid (0 - +3)	x	DragonKid	=	Dragon
DragonKid (+4 and up)	x	DragonKid	=	GreatDrak

DrakSlime Recipes

DrakSlime	X	BattleRex	=	SlimeBorg
GreatDrak				
SkyDragon				
		Spikerous		
		Swordgon		

Goopi	X	DrakSlime	=	Gismo
MadCandle				
MadMirror				

Beast Family	x	DrakSlime	=	Goategon
Bird Family	x	DrakSlime	=	Phoenix

Golem	X	DrakSlime	=	Voodoll
StoneMan				

Droll Recipes

Droll	x	Dragon Family	=	Armorpede
Droll	x	Zombie Family	=	MadHornet
Bird Family	x	Droll	=	MadGoose
Zombie	x	Droll	=	Mudron

DuckKite Recipes

Plant Family	x	DuckKite	=	EvilSeed
Beast Family	x	DuckKite	=	Mommonja

Durran Recipes

Durran	x	Divinegon	=	Pizzaro
--------	---	-----------	---	---------

Esterk Recipes

Esterk	x	GoldSlime	=	Mirudraas
--------	---	-----------	---	-----------

EvilArmor Recipes

Dragon Family	x	EvilArmor	=	BattleRex
SabreMan	x	EvilArmor	=	Roboster

EvilBeast Recipes

EvilBeast	x	Dragon Family	=	AgDevil
EvilBeast	x	Zombie Family	=	Gigantes
EvilBeast	x	Beast Family	=	Grendal

DeadNite	X	EvilBeast	=	Skeletor
Hork				
Mudron				
Mummy				

EvilPot Recipes

N/A

EvilSeed Recipes

EvilSeed	x	EvilSeed	=	ManEater
MadMirror	x	EvilSeed	=	Gismo

EvilWand Recipes

EvilWand	X	FunkyBird LandOwl MadGoose Phoenix	=	SabreMan
----------	---	---	---	----------

EyeBall Recipes

EyeBall	x	Slime Family	=	1EyeClown
Beast Family	x	EyeBall	=	BigEye
Plant Family	x	EyeBall	=	EvilSeed

Eyeder Recipes

Eyeder	X	Butterfly TailEater Eyeder	=	Droll
Eyeder	x	Zombie Family	=	MadHornet
Butterfly TailEater Eyeder	X	Eyeder	=	Droll
Plant Family	x	Eyeder	=	EvilSeed

Facer Recipes

Plant Family	x	Facer	=	DanceVegi
--------------	---	-------	---	-----------

FaceTree Recipe

LizardMan	x	FaceTree	=	Rayburn
GulpBeast Tonguella	X	FaceTree	=	SuperTen

FairyDrak Recipes

N/A

FairyRat Recipes

Bug Family	x	Fairy Rat	=	MadHornet
------------	---	-----------	---	-----------

FangSlime Recipes

Zombie Family	x	FangSlime	=	Mudron
GulpBeast Tonguella	X	FangSlime	=	SuperTen
Beast Family	x	FangSlime	=	Unicorn

FireWeed Recipes

Goopi MadCandle MadMirror	X	FireWeed	=	Gismo
---------------------------------	---	----------	---	-------

FloraJay Recipes

N/A

FloraMan Recipes

DeadNite Hork Mummy	X	FloraMan	=	BoneSlave
Bug Family	x	FloraMan	=	TailEater

FunkyBird Recipes

BattleRex Gasgon MadDragon SkyDragon	X	FunkyBird	=	Andreal
Slime Family	x	FunkyBird	=	Healer
Plant Family	x	FunkyBird	=	HerbMan
Zombie Family	x	FunkyBird	=	Mudron
EvilWand Golem StoneMan Voodoll	X	FunkyBird	=	SabreMan
GulpBeast Tonguella	X	FunkyBird	=	SuperTen

Gasgon Recipes

Gasgon	X	Akubar ArcDemon DeadNoble FunkyBird Goategon GoatHorn Golem Lionex MadCondor Ogre Trumpeter WhipBird	=	Andreal
Gasgon	X	Copycat DarkHorn MadKnight StoneMan	=	Coatol
Gasgon	x	Beast Family	=	MadDragon



Gasgon Recipes, cont.

Goategon
IronTurt
MadCat
WildApe

X Gasgon = Yeti

GateGuard Recipes

GateGuard x Zombie Family = ArcDemon
GateGuard x Beast Family = Centasaur
GateGuard x Material Family = EvilArmor
GateGuard x Dragon Family = Ogre
ArcDemon x GateGuard = Akubar

BoneSlave
MadSpirit
Mudron
Skeletor

X GateGuard = DeadNoble

LizardMan x GateGuard = Rayburn

GiantMoth Recipes

Slime Family x GiantMoth = Babble

AgDevil
Gigantes
Grendal

X GiantMoth = GateGuard

GiantSlug Recipes

GiantSlug x Slime Family = ArmyAnt
Zombie Family x GiantSlug = Mudron

GiantWorm Recipes

GiantWorm x Material Family = Armorpede
Material Family x GiantWorm = SabreMan

Gigantes Recipes

Gigantes

X

Andreal
GreatDrak
KingLeo
KingSlime
MetalDrak
MetalKing
Orochi
SpotKing
StoneMan
Trumpeter
WhipBird
ZapBird

= ArcDemon

Gigantes

X

Coatol
DeadNoble
GiantMoth
MadCondor
MistyWing
Rosevine
Skullgon
SlimeBorg
Swordgon
WhiteKing

= GateGuard

Gigantes

X

Digster
GulpBeast
Roboster
Unicorn

= Ogre

Dragon Family x Gigantes = GreatDrak
SpotKing x Gigantes = KingSlime
LizardMan x Gigantes = Rayburn

KingSlime
MetalKing

X Gigantes = SpotKing

Gismo Recipes

Gismo x Devil Family = EvilPot
Bird Family x Gismo = Phoenix

MadCondor
Phoenix
WhipBird

X Gismo = ZapBird

Goategon Recipes

Goategon

X

Golem
IceMan
LavaMan
MetalDrak
Roboster
StoneMan

= GulpBeast

Goategon x Slime Family = Unicorn

Goategon

X

BattleRex
Gasgon
MadDragon
Pteranod
SkyDragon
Swordgon

= Yeti

BattleRex
Gasgon
MadDragon
SkyDragon

X Goategon = Andreal

Bird Family x Goategon = Blizzardy

GoatHorn Recipes

BattleRex
Gasgon
MadDragon
SkyDragon

X GoatHorn = Andreal

Lizardman x GoatHorn = Rayburn

GoHopper Recipes

Dragon Family x GoHopper = LizardFly

GoldGolem Recipes

GoldGolem x Centasaur = Durran
Centasaur x GoldGolem = Durran

KingSlime
MetalKing
SpotKing

X GoldGolem = GoldSlime

Trumpeter x GoldGolem = KingLeo

BoneSlave
DeadNoble
Skeletor
Skullgon

X GoldGolem = WhiteKing

GoldSlime Recipes

Esterk x GoldSlime = Mirudraas

Golem Recipes

Golem

X DrakSlime
RockSlime
SlimeNite
Snaily

= Voodoll

Golem

X FunkyBird
LandOwl
MadGoose
Phoenix

= SabreMan

Slime Family x Golem = RockSlime

BattleRex
Gasgon
MadDragon
SkyDragon

X Golem = Andreal

Beast Family x Golem = Grizzly

Goategon
Grizzly
IronTurt
Unicorn
WildApe
Yeti

X Golem = GulpBeast

Andreal
GreatDrak
Spikerous

X Golem = MetalDrak

DeadNite
Golem
Hork
Mudron
Mummy

X Golem = StoneMan

GulpBeast x Golem = Trumpeter

Blizzardy
LandOwl
MadCondor
MadGoose
ZapBird

X Golem = WhipBird

Goopi Recipes

Goopi

X DrakSlime
EvilSeed
FireWeed
MistyWing
Phoenix
Wyvern

= Gismo

Goopi x Goopi = MudDoll

Gophecada Recipes

Plant Family x Gophecada = Oniono

GreatDrak Recipes

GreatDrak

X Digster
Golem
KingSlime
Roboster
Skullgon
SlimeBorg
StoneMan

= MetalDrak

GreatDrak x MedusaEye = Orochi

AgDevil
Gigantes
Grendal

X GreatDrak = ArcDemon

Servant x GreatDrak = DracoLord



GreatDrak Recipes, cont.

SpotKing x GreatDrak = KingSlime
 SabreMan x GreatDrak = Roboster
 Zombie Family x GreatDrak = Skullgon

DrakSlime
 Metabble **X** GreatDrak = SlimeBorg
 RockSlime
 SlimeNite

KingSlime **X** GreatDrak = SpotKing
 MetalKing

BoneSlave
 DeadNoble **X** GreatDrak = WhiteKing
 Skeletor
 Skullgon

Gremlin Recipes

Gremlin x Dragon Family = AgDevil
 Gremlin x Beast Family = Grendal
 Gremlin x Zombie Family = MedusaEye

DeadNite
 Hork **X** Gremlin = BoneSlave
 Mummy

GulpBeast **X** Gremlin = SuperTen
 Tonguella

Grendal Recipes

Grendal x Grendal = Akubar

Grendal **X** Andreal
 GreatDrak
 KingLeo
 KingSlime
 MetalDrak
 MetalKing
 Orochi
 SpotKing
 StoneMan
 Trumpeter
 WhipBird
 ZapBird = ArcDemon

Grendal **X** Coatol
 DeadNoble
 GiantMoth
 MadCondor
 MistyWing
 Rosevine
 Skullgon
 SlimeBorg
 Swordgon
 WhiteKing = GateGuard

Grendal **X** Digster
 GulpBeast
 Roboster
 Unicorn = Ogre

SabreMan x Grendal = Roboster

Grizzly Recipes

Grizzly **X** DeadNoble
 Devil Family
 Digster
 Dragon Family
 Golem
 IceMan
 LavaMan
 MetalDrak
 Roboster
 Skeletor
 Skullgon
 StoneMan
 WhiteKing = GulpBeast

Grizzly **X** LandOwl
 MadCondor
 WhipBird
 ZapBird = Trumpeter

Grizzly x Slime Family = Unicorn
 Bird Family x Grizzly = Phoenix
 Material Family x Grizzly = Roboster

DeadNite
 Hork **X** Grizzly = Skeletor
 Mudron
 Mummy

GulpBeast Recipes

GulpBeast **X** Copycat
 Demonite
 FaceTree
 FangSlime
 FunkyBird
 Gremlin
 JewelBag
 Lipsy
 MadDragon
 MadPlant
 Mimic
 TreeSlime = SuperTen



GulpBeast Recipes, cont.

GulpBeast	X	Balzak Golem IceMan LandOwl LavaMan MadCondor MetalDrak Roboster StoneMan WhipBird ZapBird	=	Trumpeter
-----------	---	--	---	-----------

GulpBeast	x	Slime Family	=	Unicorn
Slime Family	x	GulpBeast	=	FangSlime
Roboster	x	GulpBeast	=	KingLeo
Dragon Family	x	GulpBeast	=	MadDragon

AgDevil Gigantes Grendal	X	GulpBeast	=	Ogre
--------------------------------	---	-----------	---	------

Bird Family	x	GulpBeast	=	Phoenix
Material Family	x	GulpBeast	=	Roboster

DeadNite Hork Mudron Mummy	X	GulpBeast	=	Skeletor
-------------------------------------	---	-----------	---	----------

Gulpple Recipes

Dragon Family	x	Gulpple	=	Andreal
---------------	---	---------	---	---------

HammerMan Recipes

Devil Family	x	HammerMan	=	Ogre
--------------	---	-----------	---	------

Hargon Recipes

Hargon	x	Orochi	=	Baramos
--------	---	--------	---	---------

Healer Recipes

N/A

HerbMan Recipes

HerbMan	x	Dragon Family	=	FaceTree
---------	---	---------------	---	----------

Hork Recipes

Hork	X	FloraMan Gremlin Hork HornBeet LandOwl MadGoose RockSlime SlimeBorg	=	BoneSlave
------	---	--	---	-----------

Hork	x	Devil Family	=	Reaper
------	---	--------------	---	--------

Hork	X	EvilBeast Golem Grizzly GulpBeast MadCat MadCondor MadRaven Ogre StoneMan	=	Skeletor
------	---	---	---	----------

HornBeet Recipes

HornBeet	x	HornBeet	=	Armorpion
----------	---	----------	---	-----------

DeadNite Hork Mummy	X	HornBeet	=	BoneSlave
---------------------------	---	----------	---	-----------

Material Family	x	HornBeet	=	StoneMan
-----------------	---	----------	---	----------

IceMan Recipe

IceMan	x	Devil Family	=	Balzak
IceMan	x	LavaMan	=	GoldGolem
Bird Family	x	IceMan	=	Blizzardy
Beast Family	x	IceMan	=	Grizzly

Goategon Grizzly IronTurt Unicorn WildApe Yeti	X	IceMan	=	GulpBeast
---	---	--------	---	-----------

GulpBeast	x	IceMan	=	Trumpeter
-----------	---	--------	---	-----------

IronTurt Recipes

IronTurt	X	Golem IceMan LavaMan MetalDrak Roboster StoneMan	=	GulpBeast
----------	---	---	---	-----------

IronTurt	X	BattleRex Gasgon MadDragon Pteranod SkyDragon Swordgon	=	Yeti
----------	---	---	---	------

Bug Family	x	IronTurt	=	Armorpede
Bird Family	x	IronTurt	=	Phoenix



Jamirus Recipes

Jamirus x Rosevine = Sidoh

JewelBag Recipes

JewelBag x Slime Family = Goopi

GulpBeast Tonguella **X** JewelBag = SuperTen

KingCobra Recipes

N/A

KingLeo Recipes

AgDevil Gigantes Grendal **X** KingLeo = ArcDemon

Dragon Family x KingLeo = BattleRex
 Pizzaro x KingLeo = Esterk
 Roboster x KingLeo = IceMan
 SpotKing x KingLeo = KingSlime
 MetalDrak x KingLeo = LavaMan
 Material Family x KingLeo = Roboster
 Slime Family x KingLeo = FangSlime

KingSlime MetalKing **X** KingLeo = SpotKing

BoneSlave DeadNoble Skeletor Skullgon **X** KingLeo = WhiteKing

KingSlime Recipes

KingSlime x GoldGolem = GoldSlime
 KingSlime x MetalDrak = MetalKing

KingSlime **X** BattleRex Centasaur DeadNoble Divinegon Gigantes GreatDrak KingLeo MadCondor Unicorn WhipBird WhiteKing ZapBird = SpotKing

AgDevil Gigantes Grendal **X** KingSlime = ArcDemon

Dragon Family x KingSlime = GreatDrak

Andreol GreatDrak Spikerous **X** KingSlime = MetalDrak

BoneSlave DeadNoble Skeletor Skullgon **X** KingSlime = WhiteKing

LandOwl Recipes

LandOwl x Devil Family = MadCondor

LandOwl **X** Dragon Family Zombie Family = MadGoose

LandOwl **X** Digster Golem MetalDrak RockSlime SlimeBorg StoneMan = WhipBird

DeadNite Hork Mummy **X** LandOwl = BoneSlave

EvilWand Golem StoneMan Voodoll **X** LandOwl = SabreMan

Grizzly GulpBeast Tonguella Yeti **X** LandOwl = Trumpeter

LavaMan Recipes

LavaMan x Devil Family = Balzak
 IceMan x LavaMan = GoldGolem
 Beast Family x LavaMan = Grizzly

Goategon Grizzly IronTurt Unicorn WildApe Yeti **X** LavaMan = GulpBeast

Bird Family x LavaMan = Phoenix

Lionex Recipes

BattleRex Gasgon MadDragon SkyDragon	X	Lionex	=	Andreal
---	----------	--------	---	---------

Dragon Family	x	Lionex	=	BattleRex
---------------	---	--------	---	-----------

BoneSlave MadSpirit Mudron Skeletor	X	Lionex	=	DeadNoble
--	----------	--------	---	-----------

LizardMan	x	Lionex	=	Rayburn
-----------	---	--------	---	---------

Lipsy Recipes

Lipsy	x	Slime Family	=	Droll
Zombie Family	x	Lipsy	=	Mudron

GulpBeast Tonguella	X	Lipsy	=	SuperTen
------------------------	----------	-------	---	----------

Material Family	x	Lipsy	=	Voodoll
-----------------	---	-------	---	---------

LizardFly Recipes

Beast Family	x	LizardFly	=	FairyRat
--------------	---	-----------	---	----------

LizardMan Recipes

LizardMan	X	Copycat DarkHorn MadKnight StoneMan	=	Coatol
-----------	----------	--	---	--------

LizardMan	X	FaceTree GateGuard Gigantes GoatHorn Lionex MadCat Trumpeter WingSlime	=	Rayburn
-----------	----------	---	---	---------

Beast Family	x	LizardMan	=	Goategon
Devil Family	x	LizardMan	=	Lionex

MadCandle Recipes

MadCandle	X	DrakSlime EvilSeed FireWeed MistyWing Phoenix Wyvern	=	Gismo
-----------	----------	---	---	-------

MadCat Recipes

MadCat	X	BattleRex Gasgon MadDragon Pteranod SkyDragon Swordgon	=	Yeti
--------	----------	---	---	------

Roboster	x	MadCat	=	KingLeo
LizardMan	x	MadCat	=	Rayburn

DeadNite Hork Mudron Mummy	X	MadCat	=	Skeletor
-------------------------------------	----------	--------	---	----------

Slime Family	x	MadCat	=	FangSlime
--------------	---	--------	---	-----------

MadCondor Recipes

MadCondor	X	Dragon Family Zombie Family	=	MadGoose
-----------	----------	--------------------------------	---	----------

MadCondor	X	Digster Golem MetalDrak RockSlime SlimeBorg StoneMan	=	WhipBird
-----------	----------	---	---	----------

MadCondor	x	Gismo	=	ZapBird
-----------	---	-------	---	---------

BattleRex Gasgon MadDragon SkyDragon	X	MadCondor	=	Andreal
---	----------	-----------	---	---------

AgDevil Gigantes Grendal	X	MadCondor	=	GateGuard
--------------------------------	----------	-----------	---	-----------

SpotKing	x	MadCondor	=	KingSlime
Dragon Family	x	MadCondor	=	Rayburn

DeadNite Hork Mudron Mummy	X	MadCondor	=	Skeletor
-------------------------------------	----------	-----------	---	----------

KingSlime MetalKing	X	MadCondor	=	SpotKing
------------------------	----------	-----------	---	----------

Grizzly GulpBeast Tonguella Yeti	X	MadCondor	=	Trumpeter
---	----------	-----------	---	-----------



MadDragon Recipes

MadDragon	X	Akubar ArcDemon DeadNoble FunkyBird Goategon GoatHorn Golem Lionex MadCondor Ogre Trumpeter WhipBird	=	Andreal
-----------	---	---	---	---------

Devil Family x MadDragon = Grendal

GulpBeast Tonguella X MadDragon = SuperTen

Goategon IronTurt MadCat WildApe X MadDragon = Yeti

MadGoose Recipes

MadGoose X Digster
Golem
MetalDrak
RockSlime
SlimeBorg
StoneMan = WhipBird

DeadNite Hork Mummy X MadGoose = BoneSlave

EvilWand Golem StoneMan Voodoll X MadGoose = SabreMan

MadGopher Recipes

N/A

MadHornet Recipes

N/A

MadKnight Recipes

Dragon Family x MadKnight = BattleRex

BattleRex Gasgon LizardMan Pteranod SkyDragon X MadKnight = Coatol

MadMirror Recipes

MadMirror X DrakSlime
EvilSeed
FireWeed
MistyWing
Phoenix
Wyvern = Gismo

Plant Family x MadMirror = EvilSeed

MadPecker Recipes

Beast Family x MadPecker = WildApe

MadPlant Recipes

MadPlant x Beast Family = DanceVegi
Slime Family x MadPlant = Healer
Zombie Family x MadPlant = Mudron

GulpBeast Tonguella X MadPlant = SuperTen

MadRaven Recipes

DeadNite Hork Mudron Mummy X MadRaven = Skeletor

MadSpirit Recipes

MadSpirit X ArcDemon
GateGuard
Lionex
MetalDrak
Roboster = DeadNoble

MadSpirit x Devil Family = NiteWhip
MadSpirit x Dragon Family = Skeletor

ManEater Recipes

ManEater x ManEater = Snapper

MedusaEye Recipes

MedusaEye x Dragon Family = AgDevil
MedusaEye x Zombie Family = Gigantes
MedusaEye x Beast Family = Grendal

MedusaEye Recipes, cont.

Andreal **X** MedusaEye = Orochi
GreatDrak

Metabble Recipes

Metabble **X** BattleRex
GreatDrak = SlimeBorg
SkyDragon
Spikerous
Swordgon

Metabble x Metabble = MetalKing
Bird Family x Metabble = Blizzardy

MetalDrak Recipes

MetalDrak **X** Skullgon = IceMan
WhiteKing

MetalDrak **X** ArcDemon
Centasaur = LavaMan
KingLeo
Orochi
ZapBird

MetalDrak x Dragon Family = MetalDrak

AgDevil **X** MetalDrak = ArcDemon
Gigantes
Grendal

BoneSlave **X** MetalDrak = DeadNoble
MadSpirit
Mudron
Skeletor

Beast Family x MetalDrak = Grizzly

Goategon **X** MetalDrak = GulpBeast
Grizzly
IronTurt
Unicorn
WildApe
Yeti

Trumpeter x MetalDrak = KingLeo

KingSlime **X** MetalDrak = MetalKing
SpotKing

Slime Family x MetalDrak = Metaly
GulpBeast x MetalDrak = Trumpeter

Blizzardy **X** MetalDrak = WhipBird
LandOwl
MadCondor
MadGoose
ZapBird

MetalKing Recipes

MetalKing **X** GoldGolem = GoldSlime
MetalKing

MetalKing **X** BattleRex
DeadNoble
Divinegon
Gigantes
GreatDrak
KingLeo
MadCondor = SpotKing
Phoenix
Unicorn
WhipBird
WhiteKing
ZapBird

AgDevil **X** MetalKing = ArcDemon
Gigantes
Grendal

Dragon Family x MetalKing = GreatDrak
WhiteKing x MetalKing = Hargon

BoneSlave **X** MetalKing = WhiteKing
DeadNoble
Skeletor
Skullgon

Metaly Recipes

Metaly x Metaly = Metabble
Bird Family x Metaly = Blizzardy

Mimic Recipes

GulpBeast **X** Mimic = SuperTen
Tonguella

MiniDrak Recipes

N/A

Mirudraas Recipes

Mirudraas x Zoma = DeathMore
Zoma x Mirudraas = DeathMore
Mirudraas x Spikerous = Mirudraas
(Transformed)

Mirudraas (Transformed) Recipes

Mirudraas x Zoma = DeathMore
(Transformed)
Zoma x Mirudraas = DeathMore
(Transformed)

MistyWing Recipes

AgDevil **X** MistyWing = GateGuard
Gigantes
Grendal



MistyWing Recipes, cont.

Goopi
MadCastle **X** MistyWing **=** Gismo
MadMirror

Zombie Family x MistyWing = NiteWhip

Mommonja Recipes

N/A

MudDoll Recipes

MudDoll x MudDoll = Golem

Mudou Recipes

DeathMore x Mudou = DeathMore
(Transformed) (Final Form)

Mudron Recipes

Mudron **X** ArcDemon
Copycat
GateGuard
Lionex
MetalDrak
Roboster **=** DeadNoble

Mudron x Bird Family = MadSpirit

Mudron **X** EvilBeast
Golem
Grizzly
GulpBeast
MadCat
MadCondor
MadRaven
Ogre
StoneMan **=** Skeletor

Beast Family x Mudron = SuperTen

Mummy Recipes

Mummy **X** FloraMan
Gremlin
HornBeet
LandOwl
MadGoose
RockSlime
SlimeBorg **=** BoneSlave

Mummy **X** EvilBeast
Golem
Grizzly
GulpBeast
MadCondor
MadRaven
Ogre
StoneMan **=** Skeletor

NiteWhip Recipes

Plant Family x NiteWhip = FaceTree

Ogre Recipes

Ogre x Dragon Family = ArcDemon
Ogre x Beast Family = Centasaur
Ogre x Material Family = EvilArmor
Ogre x Zombie Family = GateGuard

BattleRex
Gasgon **X** Ogre **=** Andreal
MadDragon
SkyDragon

Dragon Family x Ogre = BattleRex
SabreMan x Ogre = Roboster

DeadNite
Hork **X** Ogre **=** Skeletor
Mudron
Mummy

Oniono Recipes

N/A

Orc Recipes

Beast Family x Orc = Yeti

Orochi Recipes

AgDevil
Gigantes **X** Orochi **=** ArcDemon
Grendal

Hargon x Orochi = Baramos
SkyDragon x Orochi = Divinegon
MetalDrak x Orochi = LavaMan
Zombie Family x Orochi = Skullgon

Phoenix Recipes

Phoenix **X** Dragon Family **=** MadGoose
Zombie Family

Phoenix x Gismo = ZapBird

Goopi
MadCandle **X** Phoenix **=** Gismo
MadMirror

Blizzardy x Phoenix = RainHawk

EvilWand
Golem **X** Phoenix **=** SabreMan
StoneMan
Voodoll

Dragon Family x Phoenix = SkyDragon



Picky Recipes

Picky	x	Slime Family	=	Dracky
Dragon Family	x	Picky	=	MiniDrak

PillowRat Recipes

Plant Family	x	PillowRat	=	BeanMan
Slime Family	x	PillowRat	=	Healer

Pixy Recipes

Pixy	x	Slime Family	=	1EyeClown
Plant Family	x	Pixy	=	TreeBoy

Pizzaro Recipes

Pizzaro	x	KingLeo	=	Esterk
---------	---	---------	---	--------

Poisongon Recipes

Slime Family	x	Poisongon	=	Babble
--------------	---	-----------	---	--------

Pteranod Recipes

Pteranod	X	Copycat DarkHorn MadKnight StoneMan	=	Coatol
----------	---	--	---	--------

Goategon IronTurt MadCat WildApe	X	Pteranod	=	Yeti
---	---	----------	---	------

Putrepup Recipes

N/A

RainHawk Recipes

RainHawk	x	Akubar	=	Jamirus
Akubar	x	RainHawk	=	Jamirus

Rayburn Recipes

Zombie Family	x	Rayburn	=	Skullgon
Bird Family	x	Rayburn	=	WhipBird

Reaper Recipes

N/A

Roboster Recipes

Roboster	x	Bug Family	=	BombCrag
Roboster	x	Bird Family	=	CurseLamp
Roboster	x	KingLeo	=	IceMan

Roboster	X	DarkHorn GulpBeast MadCat SuperTen Trumpeter Unicorn	=	KingLeo
----------	---	---	---	---------

Roboster	x	Dragon Family	=	MetalDrak
Roboster	x	Zombie Family	=	Mimic

BoneSlave MadSpirit Mudron Skeletor	X	Roboster	=	DeadNoble
--	---	----------	---	-----------

Beast Family	x	Roboster	=	Grizzly
--------------	---	----------	---	---------

Goategon Grizzly IronTurt Unicorn WildApe Yeti	X	Roboster	=	GulpBeast
---	---	----------	---	-----------

Andreal GreatDrak Spikerous	X	Roboster	=	MetalDrak
-----------------------------------	---	----------	---	-----------

Slime Family	x	Roboster	=	SlimeBorg
GulpBeast	x	Roboster	=	Trumpeter

RockSlime Recipes

RockSlime	X	BattleRex GreatDrak SkyDragon Spikerous Swordgon	=	SlimeBorg
-----------	---	--	---	-----------

DeadNite Hork Mummy	X	RockSlime	=	BoneSlave
---------------------------	---	-----------	---	-----------

Plant Family	x	RockSlime	=	EvilSeed
--------------	---	-----------	---	----------

Golem StoneMan	X	RockSlime	=	Voodoll
-------------------	---	-----------	---	---------

Bird Family	x	RockSlime	=	StubBird
-------------	---	-----------	---	----------

Blizzardy LandOwl MadCondor MadGoose ZapBird	X	RockSlime	=	WhipBird
--	---	-----------	---	----------



RogueNite Recipes

Devil Family x RogueNite = MadKnight

Rosevine Recipes

AgDevil
Gigantes
Grendal **X** Rosevine = GateGuard

Jamirus x Rosevine = Sidoh

RotRaven Recipes

RotRaven x Bird Family = WindMerge

SabreMan Recipes

SabreMan **X** DeadNoble
EvilArmor
GreatDrak
Grendal
Ogre
Skeletor
SlimeBorg
Unicorn = Roboster

Beast Family x SabreMan = MadGopher

Saccer Recipes

Saccer x Dragon Family = Anteater
Bug Family x Saccer = GiantMoth

Servant Recipes

Servant **X** Andreal
GreatDrak = DracoLord

Bird Family x Servant = Blizzardy
Dragon Family x Servant = Skullgon

Shadow Recipes

N/A

Sidoh Recipes

DracoLord **X** Sidoh = Zoma
(Dragon)

Skeletor Recipes

Skeletor **X** ArcDemon
Copycat
GateGuard
Lionex
MetalDrak
Roboster = DeadNoble

Skeletor x Bird Family = MadSpirit
Skeletor x Skeletor = Servant
Skeletor x Dragon Family = Skullgon

Skeletor **X** Andreal
Blizzardy
GoldGolem
GreatDrak
KingLeo
KingSlime
MetalKing
SpotKing
WhipBird
ZapBird = WhiteKing

Bird Family x Skeletor = Blizzardy

Grizzly
Tonguella
Trumpeter
Unicorn
WildApe
Yeti **X** Skeletor = GulpBeast

SabreMan x Skeletor = Roboster

Skullgon Recipes

Skullgon x Copycat = DeadNoble
Skullgon x Bird Family = MadSpirit
Skullgon x Dragon Family = Skullgon

Skullgon **X** Andreal
Blizzardy
GoldGolem
GreatDrak
KingLeo
KingSlime
MetalKing
SpotKing
WhipBird
ZapBird = WhiteKing

Bird Family x Skullgon = Blizzardy

AgDevil
Gigantes
Grendal **X** Skullgon = GateGuard

Grizzly
Tonguella
Trumpeter
Unicorn
WildApe
Yeti **X** Skullgon = GulpBeast

Skullgon Recipes, cont.

MetalDrak x Skullgon = IceMan

Andreal
MetalDrak
Spikerous

X

Skullgon

=

MetalDrak

Skullroo Recipes

Slime Family x Skullroo = Slabbit

SkulRider Recipes

SkulRider x Dragon Family = AgDevil
 SkulRider x Zombie Family = Gigantes
 SkulRider x Beast Family = Grendal
 Material Family x SkulRider = Roboster

SkyDragon Recipes

SkyDragon

X

Akubar
ArcDemon
DeadNoble
FunkyBird
Goategon
GoatHorn
Golem
Lionex
MadCondor
Ogre
Trumpeter
WhipBird

=

Andreal

SkyDragon

X

Copycat
DarkHorn
MadKnight
StoneMan

=

Coatol

SkyDragon x Orochi = Divinegon

DrakSlime
Metabble
RockSlime
SlimeNite

X

SkyDragon

=

SlimeBorg

Goategon
IronTurt
MadCat
WildApe

X

SkyDragon

=

Yeti

Slabbit Recipes

N/A

Slime Recipes

Slime x Slime = KingSlime (+5 and up)

SlimeBorg Recipes

DeadNite
Hork
Mummy

X

SlimeBorg

=

BoneSlave

AgDevil
Gigantes
Grendal

X

SlimeBorg

=

GateGuard

Andreal
GreatDrak
Spikerous

X

SlimeBorg

=

MetalDrak

SabreMan x SlimeBorg = Roboster

Blizzardy
LandOwl
MadCondor
MadGoose
ZapBird

X

SlimeBorg

=

WhipBird

SlimeNite Recipes

SlimeNite

X

BattleRex
GreatDrak
SkyDragon
Spikerous
Swordgon

=

SlimeBorg

Golem x SlimeNite = Voodoll

Snaily Recipes

Material Family x Snaily = EvilPot

Golem
StoneMan

X

Snaily

=

Voodoll

Snapper Recipes

N/A

Spikerous Recipes

Spikerous

X

Digster
Golem
KingSlime
Roboster
Skullgon
SlimeBorg
StoneMan

=

MetalDrak

Mirudraas x Spikerous = Mirudraas (Transformed)

DrakSlime
Metabble
RockSlime
SlimeNite

X

Spikerous

=

SlimeBorg



SpikyBoy Recipes

SpikyBoy x SpikyBoy = BombCrag

Spooky Recipes

Spooky x Beast Family = Hork
 Spooky x Devil Family = Reaper
 Bug Family x Spooky = Droll

SpotKing Recipes

SpotKing x GoldGolem = GoldSlime

SpotKing **X** BattleRex
 Centasaur
 DeadNoble
 Divinegon
 Gigantes
 GreatDrak
 KingLeo
 MadCondor
 Unicorn
 WhipBird
 WhiteKing
 ZapBird = KingSlime

SpotKing x MetalDrak = MetalKing

AgDevil **X** SpotKing = ArcDemon
 Gigantes
 Grendal

Dragon Family x SpotKing = GreatDrak

BoneSlave **X** SpotKing = WhiteKing
 DeadNoble
 Skeletor
 Skullgon

SpotSlime Recipes

SpotSlime x SpotSlime = SpotKing

StagBug Recipes

StagBug x StagBug = HornBeet

StoneMan Recipes

StoneMan **X** FunkyBird
 LandOwl
 MadGoose
 Phoenix = SabreMan

StoneMan **X** DrakSlime
 RockSlime
 SlimeNite
 Snaily = Voodoll

AgDevil **X** StoneMan = ArcDemon
 Gigantes
 Grendal

BattleRex **X** StoneMan = Coatol
 Gasgon
 Lizardman
 Pteranod
 SkyDragon

Beast Family x StoneMan = Grizzly

Goategon **X** StoneMan = GulpBeast
 Grizzly
 IronTurt
 Unicorn
 WildApe
 Yeti

Andreal **X** StoneMan = MetalDrak
 GreatDrak
 Spikerous

Slime Family x StoneMan = RockSlime

DeadNite **X** StoneMan = Skeletor
 Hork
 Mudron
 Mummy

GulpBeast x StoneMan = Trumpeter

Blizzardy **X** StoneMan = WhipBird
 LandOwl
 MadCondor
 MadGoose
 ZapBird

StubBird Recipes

N/A

Stubsuck Recipes

Beast Family x Stubsuck = HammerMan

SuperTen Recipes

SuperTen x Dragon Family = Trumpeter
 Bird Family x SuperTen = Blizzardy
 Roboster x SuperTen = KingLeo

Swordgon Recipes

AgDevil **X** Swordgon = GateGuard
 Gigantes
 Grendal



Swordgon Recipes, cont.

DrakSlime Metabble RockSlime SlimeNite	X	Swordgon	=	SlimeBorg
---	----------	----------	---	-----------

Zombie Family	x	Swordgon	=	Skullgon
---------------	---	----------	---	----------

Goategon IronTurt MadCat WildApe	X	Swordgon	=	Yeti
---	----------	----------	---	------

TailEater Recipes

TailEater	X	Butterfly Eyeder TailEater	=	Droll
-----------	----------	----------------------------------	---	-------

Butterfly Eyeder	X	TailEater	=	Droll
---------------------	----------	-----------	---	-------

Toadstool Recipes

N/A

Tonguella Recipes

Tonguella	X	DeadNoble Digster Skeletor Skullgon WhiteKing	=	GulpBeast
-----------	----------	---	---	-----------

Tonguella	X	Copycat Demonite FaceTree FangSlime FunkyBird Gremlin JewelBag Lipsy MadDragon MadPlant Mimic TreeSlime	=	SuperTen
-----------	----------	--	---	----------

Tonguella	X	LandOwl MadCondor WhipBird ZapBird	=	Trumpeter
-----------	----------	---	---	-----------

Tonguella	x	Slime Family	=	Unicorn
Zombie Family	x	Tonguella	=	Mudron

Tortragon Recipes

Beast Family	x	Tortragon	=	IronTurt
--------------	---	-----------	---	----------

TreeBoy Recipes

N/A

TreeSlime Recipes

GulpBeast Tonguella	X	TreeSlime	=	SuperTen
------------------------	----------	-----------	---	----------

Trumpeter Recipes

Trumpeter	X	DeadNoble Digster Dragon Family Skeletor Skullgon WhiteKing	=	GulpBeast
-----------	----------	--	---	-----------

Trumpeter	X	Balzak GoldGolem MetalDrak Trumpeter	=	KingLeo
-----------	----------	---	---	---------

Trumpeter	x	Slime Family	=	Unicorn
-----------	---	--------------	---	---------

BattleRex Gasgon MadDragon SkyDragon	X	Trumpeter	=	Andreal
---	----------	-----------	---	---------

AgDevil Gigantes Grendal	X	Trumpeter	=	ArcDemon
--------------------------------	----------	-----------	---	----------

Bird Family	x	Trumpeter	=	Blizzardy
Slime Family	x	Trumpeter	=	FangSlime
Roboster	x	Trumpeter	=	KingLeo
LizardMan	x	Trumpeter	=	Rayburn
Material Family	x	Trumpeter	=	Roboster

Unicorn Recipes

Unicorn	X	DeadNoble Digster Golem IceMan LavaMan MetalDrak Roboster Skeletor Skullgon StoneMan WhiteKing	=	GulpBeast
---------	----------	--	---	-----------

Dragon Family	x	Unicorn	=	GreatDrak
Roboster	x	Unicorn	=	KingLeo
SpotKing	x	Unicorn	=	KingSlime



Unicorn Recipes, cont.

AgDevil
Gigantes
Grendal **X** Unicorn = Ogre

SabreMan x Unicorn = Roboster

KingSlime
MetalKing **X** Unicorn = SpotKing

Voodoll Recipes

Dragon Family x Voodoll = Chamelgon

Voodoll **X** FunkyBird
LandOwl
MadGoose
Phoenix = SabreMan

Watabou Recipes

DeathMore x Watabou = Darkdrium
(Final Form)

WeedBug Recipes

WeedBug x Plant Family = TailEater
Zombie Family x WeedBug = Reaper

WhipBird Recipes

WhipBird x Gismo = ZapBird

AgDevil
Gigantes
Grendal **X** WhipBird = ArcDemon

BattleRex
Gasgon
MadDragon
SkyDragon **X** WhipBird = Andreal

Dragon Family x WhipBird = GreatDrak
SpotKing x WhipBird = KingSlime

Grizzly
GulpBeast
Tonguella
Yeti **X** WhipBird = Trumpeter

BoneSlave
DeadNoble
Skeletor
Skullgon **X** WhipBird = WhiteKing

WhiteKing Recipes

WhiteKing x MetalKing = Hargon
WhiteKing x Devil Family = Servant
WhiteKing x Dragon Family = Skullgon
Bird Family x WhiteKing = Blizzardy

AgDevil
Gigantes
Grendal **X** WhiteKing = GateGuard

Grizzly
Tonguella
Trumpeter
Unicorn
WildApe
Yeti **X** WhiteKing = GulpBeast

MetalDrak x WhiteKing = IceMan
SpotKing x WhiteKing = KingSlime
Dragon Family x WhiteKing = Skullgon

KingSlime
MetalKing **X** WhiteKing
WhipBird = SpotKing

WildApe Recipes

WildApe **X** DeadNoble
Digster
Golem
IceMan
LavaMan
MetalDrak
Roboster
Skeletor
Skullgon
StoneMan
WhiteKing = GulpBeast

WildApe x WildApe = Trumpeter
WildApe x Slime Family = Unicorn

WildApe **X** BattleRex
Gasgon
MadDragon
Pteranod
SkyDragon
Swordgon = Yeti

WindBeast Recipes

Zombie Family x WindBeast = WindMerge

WindMerge Recipes

N/A



WingSlime Recipes

LizardMan x WingSlime = Rayburn

WingSnake Recipes

WingSnake x WingSnake = Coatol

WingTree Recipes

Material Family x WingTree = CurseLamp

Wyvern Recipes

Wyvern **X** Dragon Family = MadGoose
 Wyvern **X** Zombie Family = MadGoose

Goopi **X** Wyvern = Gismo
 MadCandle **X** Wyvern = Gismo
 MadMirror **X** Wyvern = Gismo

Yeti Recipes

Yeti **X** DeadNoble = GulpBeast
 Yeti **X** Digster = GulpBeast
 Yeti **X** Dragon Family = GulpBeast
 Yeti **X** Golem = GulpBeast
 Yeti **X** IceMan = GulpBeast
 Yeti **X** LavaMan = GulpBeast
 Yeti **X** MetalDrak = GulpBeast
 Yeti **X** Roboster = GulpBeast
 Yeti **X** Skeletor = GulpBeast
 Yeti **X** Skullgon = GulpBeast
 Yeti **X** StoneMan = GulpBeast
 Yeti **X** WhiteKing = GulpBeast

Yeti **X** LandOwl = Trumpeter
 Yeti **X** MadCondor = Trumpeter
 Yeti **X** WhipBird = Trumpeter
 Yeti **X** ZapBird = Trumpeter

Yeti x Slime Family = Unicorn
 Bird Family x Yeti = Blizzardy
 Zombie Family x Yeti = Mudron

ZapBird Recipes

ZapBird **X** Digster = WhipBird
 ZapBird **X** Golem = WhipBird
 ZapBird **X** MetalDrak = WhipBird
 ZapBird **X** RockSlime = WhipBird
 ZapBird **X** SlimeBorg = WhipBird
 ZapBird **X** StoneMan = WhipBird

AgDevil **X** ZapBird = ArcDemon
 Gigantes **X** ZapBird = ArcDemon
 Grendal **X** ZapBird = ArcDemon

Dragon Family x ZapBird = GreatDrak
 SpotKing x ZapBird = KingSlime
 MetalDrak x ZapBird = LavaMan

KingSlime **X** ZapBird = SpotKing
 MetalKing **X** ZapBird = SpotKing

Grizzly **X** ZapBird = Trumpeter
 GulpBeast **X** ZapBird = Trumpeter
 Tonguella **X** ZapBird = Trumpeter
 Yeti **X** ZapBird = Trumpeter

BoneSlave **X** ZapBird = WhiteKing
 DeadNoble **X** ZapBird = WhiteKing
 Skeletor **X** ZapBird = WhiteKing
 Skullgon **X** ZapBird = WhiteKing

Zoma Recipes

Zoma **X** Mirudraas = DeathMore
 Zoma **X** Mirudraas (Transformed) = DeathMore

Mirudraas **X** Zoma = DeathMore
 Mirudraas (Transformed) **X** Zoma = DeathMore





SnowStaff



FireStaff



Rib



SmartBK



PorkChop



Laurel



HorrorBK



Sirloin



CheaterBK



BookMark



LavaStaff, BoltStaff,
WindStaff



SkyBell



QuestBK



BeefJerky



BeastTail



BeNiceBK



WarpStaff



ElfWater



ComedyBK



LifeAcorn



AGLseed



INTseed



Repellent



ATKseed



WarpWing



Antidote



MysticNut



DEFseed



MoonHerb



Herb

The world of *Dragon Warrior Monsters* is filled with items that will help you on your quest. You can buy them from shops in the Bazaar, find them on the ground in the Mystic World, or win them from Foreign Masters and in Coliseum Battles. When seeking items in the Mystic World, look for certain icons to indicate the presence of certain items.



The Leaf icon includes leafy items such as Herb, Antidote, MapHerb, etc.



The Potion bottle indicates the presence of Potion, WorldDew, ElfWater, etc.



The Wing icon indicates one thing: a WarpWing!



The Bell icon indicates the presence of a SkyBell.



A piece of meat on a stick indicates that you'll find BeefJerky, PorkChops, Ribs, and Sirloin here—or maybe just some BadMeat.



The Staff icon represents all of the staff items such as WarpStaff, BoltStaff, etc.



The Nut icon, which is similar to the Gold icon, indicates that stat-raising seeds or nuts are found here, such as MysticNut or INTseed.



The Gold icon indicates that you'll find gold or a TinyMedal in this location.



A treasure chest can be home to either items and gold or a nasty Mimic.

TIP

THE SELL PRICE GIVEN IN THE TABLE BELOW IS WHAT YOU'LL RECEIVE FROM THE SHOPKEEPERS IN THE BAZAAR ONLY. WHEN YOU SELL ITEMS ON THE SHOP LEVELS THAT APPEAR RANDOMLY IN THE MYSTIC WORLD, YOU GET THEIR FULL RETAIL VALUE BACK!

Keep in mind that certain items, such as those helpful stat-raising seeds and nuts, can only be found in the Mystic World. Other items, such as Books, can only be won from Foreign Masters until the appropriate shops open up in the Bazaar. The items that appear in the Mystic World correspond roughly with the inventory available to you in the Bazaar.

Name of Item	Description	Buy	Sell
AGLseed	Raises Agility stat 3 points. Used only while walking.	—	14G
Antidote	Cures Poison. Heals one person and can be used any time.	10G	8G
ATKseed	Raises Attack stat 3 points. Used only while walking.	—	17G
AwakeSand	Awakens sleeping monsters. Heals one person and can be used any time.	50G	38G
BadMeat	Given to an ally, it lowers the Wild stat 5 points, but causes Poison. Given to enemies in battle, it makes them slightly more interested in joining Terry and can Poison them.	—	—
BeastTail	Kept in your inventory, it reveals the direction of the Mystic Hole on the Map screen in the Mystic World. Used in battle, it shows you which of the monsters in the current battle you have already recruited into your party.	100G	75G
BeefJerky	Given to an ally, it lowers the Wild stat 5 points. Given to the enemy during battle, it makes them like Terry a little bit. Good for the enemies at the beginning of the game.	20G	15G
BeNiceBK	Makes a monster more considerate. Optimum for recovery use.	5,000G	3,750G
BoltStaff	Inflicts 35–50 HP of damage on all enemies. Only used in battle. Thunder-based magic.	3,000G	300G
Bookmark	Allows you to save the game anywhere in the Mystic World.	100G	75G
CheaterBK	Makes a monster more wily.	5,000G	3,750G
ComedyBK	Makes a monster more foolish.	5,000G	3750G
DEFseed	Raises an ally's Defense stat 3 points. Used only while walking.	—	17G
ElfWater	Heals one person's MP completely. Can be used any time.	—	1,500G
FireStaff	Inflicts 140–170 HP of damage to one enemy. Used in battle only. Equal to the Blazemost spell.	5,000G	500G
Herb	Heals 30–40 HP for one person only. Can be used any time.	8G	6G
HorrorBK	Makes a monster more cowardly.	5,000G	3,750G
INTseed	Raises Intelligence stat 3 points. Used only while walking.	—	12G
Laurel	Cures Curses. Heals one person and can be used any time.	80G	60G
LavaStaff	Inflicts 30–42 HP of damage on all enemies. Used in battle only. Fire-type magic.	2,000G	200G
LifeAcorn	Raises an ally's HP 5 points. Used only while walking.	—	20G
LoveWater	Heals 60–70 HP for one person only. Can be used any time.	80G	60G
MapHerb	When used in the Mystic World, it reveals the entire map of the floor you are currently on.	70G	53G
MistStaff	Holds a mist that encircles the enemy, trapping their spells. Used only in battle.	700G	70G
MoonHerb	Cures Paralysis. Heals one person and can be used any time.	30G	23G
MysticNut	Raises an ally's MP 5 points. Used only while walking.	—	23G
PorkChop	Given to an ally, it lowers the Wild stat 10 points. Given to the enemy in battle, it makes them like you somewhat. Give monsters a couple if you want to recruit them.	80G	60G
Potion	Heals 20–30 MP for one person only. Can be used any time.	200G	150G
QuestBK	Makes a monster braver.	5,000G	3,750G
Repellent	Repels monsters while you walk through the Mystic World. Works only on the floor of use.	200G	150G
Rib	Given to an ally, it lowers Wild stat 20 points. Given to the enemy during a battle, it makes them like you quite a bit. Good for recruiting common monsters.	300G	225G
SageStone	Recovers 60–70 HP of all allies during battle. Can be used several times.	1,000G	750G
ShinyHarp	Summons monsters to battle immediately. Can be used anywhere.	3,000G	2,250G
Sirloin	Given to an ally, it reduces Wild stat 100 points. Given to the enemy during a battle, it makes them like you a lot. Great for recruiting rare monsters!	1,000G	750G
SkyBell	Cures Confusion. Heals one person and works any time.	50G	38G
SmartBK	Makes a monster smarter.	5,000G	3,750G
SnowStaff	Inflicts 80–110 HP of damage on all enemies. Only used in battle. Same as Blizzard spell.	4,000G	400G
TinyMedal	Collect these medals and bring them to the Medal Man in GreatTree. When you collect enough, you win prizes.	—	—
WarpStaff	When used in the Mystic World, it warps you immediately to the Mystic Hole on the floor of use.	—	10G
WarpWing	Warps your party back to the King's Throne Room.	100G	75G
WindStaff	Inflicts 8–24 points of damage on all enemies. Used in battle only. Same as Infernos spell.	1,500G	150G
WorldDew	Heals your entire party completely. Can be used any time.	500G	375G
WorldLeaf	Resurrects a single knocked-out character. Can be used any time.	1,000G	750G



How to Read the Skills Table

Special Skills play an important role in *Dragon Warrior Monsters*. Not only are they great for casting in and out of battle, they can also help you decide which monsters you want to catch or breed. Resistance to a class (or classes) of skills is but one way to show a monster's strength or weakness.

We have divided the Special Skills found in the game into 33 different classes:

- **ATTACK:** Your basic attack skills
- **ALLIED:** Used to summon allies to attack the opponent
- **BANG, BLAZE, FIREBALL, FLAME:** Fire-based magic
- **BLIZZARD AND ICEBOLT:** Ice-based magic
- **BOLT AND INFERNO:** Wind and Thunder-based magic
- **ODDDANCE AND STOPSPELL:** Stop or rob opponent of their magic power
- **SAP AND SLOW:** Lower the opponent's Agility and Defense
- **BEAT AND SACRIFICE:** Knock your opponent out cold in one blow
- **CURSE AND POISON:** Cause your opponent to be poisoned or cursed
- **BREATH SEAL, DANCE TRAP, AND LOSE A TURN:** Prevent the opponent from using specific Special Skills or even attacking

THE COMPLETE SPECIAL SKILLS LIST

Range: 1E = One Enemy AE = All Enemies 1A = One Ally AA = All Allies

Name of Skill	Class	Type	MP	Range	Use	Desc
Ahhh	Lose a Turn	—	Male-1 Female-2	1E	Battle	Stops females for one turn and inflicts damage on males
Antidote	Healing	Spell	2	1A	Anytime	Cures poison
Bang	Bang	Spell	5	AE	Battle	Does about 25 points of damage
Barrier	Defense	Spell	3	AA	Battle	Halves the damage from Flame and Blizzard attacks
BazooCall	Summons	—	20	—	Battle	Summons Bazoo, who uses IceStorm, Hellblast, and DeMagic
BeastCut	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Beast family
Beat	Beat	Spell	4	1E	Battle	Causes instant death to the enemy
BeDragon	Support	Spell	9	Self	Battle	Change into a dragon
Beserker	Attack	—	1	1E	Battle	Inflicts more damage than a normal attack, but increases the damage you receive
BiAttack	Attack	—	3	1E	Battle	Attack the same enemy twice
BigBang	Blaze	—	30	AE	Battle	Does nearly 350 points of damage
BigTrip	Lose a Turn	—	3	AE	Battle	Stops the enemy for one turn
BirdBlow	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Bird family
BladeD	Defense	—	3	Self	Battle	Halves the damage inflicted by the enemy from physical attacks and 50% of the time it reflects the damage taken
Blaze	Blaze	Spell	2	1E	Battle	Does nearly 10 points of damage, Affecting all except Dragon, Devil, and ??? families
BlazeAir	Flame	Breath	4	AE	Battle	Does about 40 points of damage
Blazemore	Blaze	Spell	4	1E	Battle	Does nearly 80 points of damage
Blazemost	Blaze	Spell	10	1E	Battle	Does nearly 190 points of damage
Blizzard	IceBolt	Spell	12	AE	Battle	Does about 90 points of damage
Bolt	Bolt	Spell	5	AE	Battle	Does about 45 points of damage
BoltSlash	Bolt	—	3	1E	Battle	Similar to a normal attack, but its strength fluctuates according to Bolt resistance
Boom	Bang	Spell	8	AE	Battle	Does about 60 points of damage
Bounce	Defense	Spell	4	Self	Battle	Rebounds all spells from the enemy
BugBlow	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Bug family
CallHelp	Allied	—	4	1E	Battle	Inflicts damage (4x at the most) in relation to the LV of the enemy
Chance	Support	Spell	20	Random	Battle	Produces random effects when used in battle
ChargeUp	Support	—	0	Self	Battle	Increases the amount of damage of physical attacks after the turn used
CleanCut	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Material family
Cover	Defense	—	2	Self	Battle	Caster takes an attack meant for a selected ally
Curse	Curse	—	3	AE	Battle	Curses enemies
CurseOff	Healing	Spell	2	Ally	Anytime	Cures the cursed status
DanceShut	Dance Trap	Dance	6	AE	Battle	Seals the enemies' Dance-type skills
DeChaos	Healing	Spell	2	AA	Battle	Heals the confused status

- **PANIC, PARALYSIS, SLEEP, AND SURROUND:** Prevent attacks by immobilizing the opponent or making it tough for them to find you
- **SUMMONS:** Summon a monster to aid your party in battle
- **HEALING, RECOVERY, AND REVIVE:** Cure status anomalies (sleep, poison, etc.), recover hit points, or even revive fallen comrades
- **DEFENSE AND SUPPORT:** Aid you and your allies in battle
- **GIGASLASH AND MEGAMAGIC:** Special skills that cause massive amounts of damage

Monsters that you catch in the wild can learn only three different skills. However, you'll find that as your monsters level up, so do their skills. Certain skills actually grow and strengthen as your monster does. In addition to these "growth" skills, there are some skills a monster can learn after it has learned certain requirement skills. You'll find all of the information needed for both of these types of skills in the "Notes" column of the table.

The table here also includes information about the skills after they are learned (e.g., MP used and Range) as well as the requirements needed for a monster to learn a certain skill. These requirements are based on the monster's personal statistics: Level, HP, MP, Attack (ATK), Defense (DEF), Agility (AGL) and Intelligence (INT). To learn a skill, your monster must meet the requirements listed for that skill. Without the requirements, it cannot learn that skill. Use these requirements in conjunction with the skill list in the Monster Compendium to better determine when your monsters are likely to pick up their new skills. Remember: monsters caught in the wild can only learn the three skills assigned to them in the Monster Compendium. Bred monsters can learn up to eight skills, based on their parents' and grandparents' background and what that specific monster type can learn.

LV Req	HP Req	MP Req	STR Req	DEF Req	AGL Req	INT Req	Notes	Name of Skill
10	—	—	60	—	60	—	—	Ahhh
5	—	21	—	—	—	20	—	Antidote
4	—	13	—	—	—	26	Grows into Boom	Bang
18	—	76	—	—	—	70	—	Barrier
35	—	160	—	—	—	180	Final form of TatsuCall	BazooCall
12	62	—	68	—	72	—	—	BeastCut
16	—	58	—	—	—	76	Grows into Defeat	Beat
23	—	72	—	—	—	90	—	BeDragon
14	98	—	84	84	—	—	—	Beserker
19	98	—	88	—	112	—	Grows into QuadHits	BiAttack
36	196	196	—	—	—	208	Requires: Explodet, WhiteFire, WhiteAir	BigBang
12	66	—	63	—	77	—	Final form of LegSweep	BigTrip
12	62	—	68	—	72	—	—	BirdBlow
14	98	—	84	84	84	—	StrongD, TwinSlash	BladeD
2	—	7	—	—	—	20	Grows into Blazemore	Blaze'
10	70	—	—	—	—	—	Grows into Scorching	BlazeAir
13	—	46	—	—	—	64	Grows into Blazemost	Blazemore
28	—	112	—	—	—	146	Final form of Blaze	Blazemost
25	—	88	—	—	—	110	Final form of IceBolt	Blizzard
6	—	20	—	—	—	35	Grows into Zap	Bolt
11	77	34	66	—	—	42	Requires: ChargeUp, Lightning	BoltSlash
14	—	50	—	—	—	68	Grows into Explodet	Boom
20	—	84	—	—	—	78	Final form of MagicBack	Bounce
12	68	—	72	—	62	—	—	BugBlow
17	84	42	—	—	68	54	Grows into YellHelp	CallHelp
40	—	224	—	—	—	236	—	Chance
14	98	—	—	84	—	—	—	ChargeUp
12	68	—	72	—	62	—	—	CleanCut
5	35	—	—	30	30	—	Grows into Guardian	Cover
15	—	65	—	—	82	82	—	Curse
7	—	27	—	—	—	24	—	CurseOff
16	100	—	—	—	120	—	—	DanceShut
6	—	24	—	—	—	22	—	DeChaos



Name of Skill	Class	Type	MP	Range	Use	Desc
Defeat	Beat	Spell	7	AE	Battle	Same effect as Beat, except against all enemies
Defence	Sap	Spell	4	AE	Battle	Same effect as Sap, except against all enemies
DeMagic	Support	—	7	AE	Battle	Cancels spells and support effects of the enemy
DevilCut	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Devil family
DiagoCall	Summons	—	20	—	Battle	Summons Diago who uses TwinHits, SickLick, Scorching
Dodge	Defense	—	4	Self	Battle	Changes the target of a physical attack against the caster to either an ally (1/5 of the time) or an enemy (4/5 of the time)
DrakSlash	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Dragon family
EerieLite	Beat	—	2	AE	Battle	Decreases enemies' resistance to skill classes. Counter with MagicWall.
EvilSlash	Attack	—	3	1E	Battle	Inflicts 95–105 percent of the caster's attack strength against one enemy with a 3/8 probability
Explodet	Bang	Spell	15	AE	Battle	Does about 140 points of damage
Farewell	Recovery	Spell	All	AA	Battle	Same effect as HealAll and Revive
FireAir	Flame	Breath	2	AE	Battle	Does about 20 points of damage
Firebal	Fireball	Spell	4	AE	Battle	Does about 20 points of damage
Firebane	Fireball	Spell	6	AE	Battle	Does about 35 points of damage
Firebolt	Fireball	Spell	10	AE	Battle	Does about 100 points of damage
FireSlash	Blaze	—	3	1E	Battle	Strength fluctuates depending upon Blaze resistance, and is similar to a common attack
Focus	Support	—	0	Self	Battle	Repeats the action selected twice on the next turn
FrigidAir	Blizzard	Breath	2	AE	Battle	Does about 20 points of damage
GigaSlash	GigaSlash	—	20	1E	Battle	Inflicts 380 points of damage
Guardian	Defense	—	4	Self	Battle	Caster takes an attack meant for all of his allies
Heal	Recovery	Spell	2	1A	Anytime	Recovers up to 35 HP
HealAll	Recovery	Spell	7	1A	Anytime	Recovers one ally completely
HealMore	Recovery	Spell	5	1A	Anytime	Recovers up to 83 HP
HealUs	Recovery	Spell	18	AA	Anytime	Recovers all allies up to 105 HP
HealUsAll	Recovery	Spell	36	AA	Anytime	Recovers all allies completely
Hellblast	Bolt	—	25	AE	Battle	Does about 250 points of damage
HighJump	Support	—	5	Self	Battle	On the turn used, you become invulnerable to physical attacks and on the next turn, your attack power grows
Hustle	Recovery	Dance	12	AA	Anytime	Recovers all allies up to 85 HP
IceAir	Blizzard	Breath	4	AE	Battle	Does about 50 points of damage
IceBolt	IceBolt	Spell	3	AE	Battle	Does about 30 points of damage
IceSlash	IceBolt	—	3	1E	Battle	Similar to a normal attack, but its strength fluctuates according to IceBolt resistance
IceStorm	Blizzard	Breath	8	AE	Battle	Does about 100 points of damage
Imitate	Support	—	4	Self	Battle	Transform into enemy and use the same spells
Increase	Defense	Spell	3	AA	Battle	Raises all allies' defense
Infermore	Infernos	Spell	4	AE	Battle	Does about 40 points of damage
Infermost	Infernos	Spell	8	AE	Battle	Does about 130 points of damage
Infernos	Infernos	Spell	2	AE	Battle	Does about 15 points of damage
Ironize	Defense	Spell	2	AA	Battle	All allies become invulnerable to enemy for three turns, however, they cannot act
K.O.Dance	Beat	Dance	6	AE	Battle	Same effect as Defeat. Can only be counteracted with DanceShut
Kamikaze	Sacrifice	—	1	1E	Battle	Reduces opponent's HP to 1, but when it hits, it does the same to you
LegSweep	Lose a Turn	—	1	1E	Battle	Trips the enemy, making him or her lose one turn
LifeDance	Recovery	Dance	1	AA	Battle	Same effect as HealAll and Revive
LifeSong	Revive	—	20	AA	Battle	Restores the deceased, but it can make mistakes
Lightning	Bolt	—	3	AE	Battle	Does 50 points of damage
LureDance	Lose a Turn	Dance	2	AE	Battle	Stops the enemies for one turn by inviting them to dance
LushLicks	Lose a Turn	—	2	1E	Battle	Stops the enemy for one turn
MagicBack	Defense	Spell	4	Self	Battle	Rebounds one spell from the enemy
MagicWall	Defense	Spell	3	AA	Battle	Makes it hard for allies to hear spells or skills
MapMagic	Support	Spell	2	—	Walking	When used in the Mystic World, reveals all of the map that you can access
Massacre	Attack	—	3	1E or 1A	Battle	Inflicts 95–105 percent of the caster's attack strength against one randomly chosen enemy or ally
Meditate	Recovery	—	8	Self	Battle	Recovers up to 500 HP of the caster
MegaMagic	MegaMagic	—	All	1E	Battle	Reduces opponent's MP to 1, but when it hits, it does the same to you
MetalCut	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Metal type
MouthShut	Breath Seal	—	6	1E	Battle	Seals the enemies' skills (all types)
MultiCut	Infernos	—	20	AE	Battle	Does about 195 points of damage
NapAttack	Sleep	—	2	1E	Battle	Causes the damage of a normal attack and puts the enemy to sleep for about 3 turns
NumbOff	Healing	Spell	2	AA	Battle	Cures both sleep and paralysis condition
OddDance	OddDance	Dance	0	1E	Battle	Dance that decreases the enemy's MP (quantity based upon the caster's LV)
PalsyAir	Paralysis	Breath	4	AE	Battle	Paralyzes enemies



LV Req	HP Req	MP Req	STR Req	DEF Req	AGL Req	INT Req	Notes	Name of Skill
24	—	80	—	—	—	98	Final form of Beat	Defeat
8	—	36	—	—	—	32	Final form of Sap	Defence
20	—	100	—	—	—	140	Requires: Surge, UltraDown	DeMagic
12	64	—	58	—	62	48	—	DevilCut
26	—	100	—	—	—	120	Grows into SamsiCall	DiagoCall
18	126	—	108	108	108	—	—	Dodge
12	68	—	72	—	62	—	—	DrakSlash
14	—	65	—	—	84	84	Requires: Curse, Radiant	EerieLite
15	106	—	90	—	—	—	—	EvilSlash
29	—	120	—	—	—	158	Final form of Bang	Explodet
32	—	188	—	—	—	176	Requires: Sacrifice, Revive	Farewell
3	21	—	—	—	—	—	Grows into BlazeAir	FireAir
3	—	11	—	—	—	23	Grows into Firebane	Firebal
10	—	34	—	—	—	52	Grows into Firebolt	Firebane
26	—	96	—	—	—	122	Final form of Firebal	Firebolt
11	77	34	66	—	—	42	Requires: Blazemore, ChargeUp	FireSlash
18	126	—	—	108	108	108	Requires: ChargeUp, SuckAir, Meditate	Focus
3	21	—	—	—	—	—	Grows into IceAir	FrigidAir
33	231	164	198	—	198	198	Requires: FireSlash, BoltSlash, VacuSlash, IceSlash,	GigaSlash
12	84	—	—	72	72	—	Final form of Cover	Guardian
2	—	7	—	—	—	6	Grows into HealMore	Heal
16	—	82	—	—	—	80	Final form of Heal	HealAll
10	—	52	—	—	—	48	Grows into HealAll	HealMore
20	—	140	—	—	—	120	Grows into HealUsAll	HealUs
28	—	196	—	—	—	160	Final form of HealUs	HealUsAll
34	184	184	—	—	—	196	Requires: Thordain, Lightning	Hellblast
20	140	—	120	—	120	—	—	HighJump
18	114	—	—	—	130	96	Requires: HealAll, SideStep	Hustle
10	70	—	—	—	—	—	Grows into IceStorm	IceAir
5	—	16	—	—	—	30	Grows into SnowStorm	IceBolt
11	77	34	66	—	—	42	Requires: ChargeUp, SnowStorm	IceSlash
20	140	—	—	—	—	—	Grows into WhiteAir	IceStorm
21	147	147	126	126	126	126	Requires: Transform, Focus	Imitate
6	—	27	—	—	—	24	Final form of Upper	Increase
11	—	38	—	—	—	56	Grows into Infermost	Infermore
27	—	104	—	—	—	134	Final form of Infernos	Infermost
2	—	10	—	—	—	21	Grows into Infermore	Infernos
15	—	62	—	—	—	58	—	Ironize
20	140	72	—	—	120	120	—	K.O.Dance
18	126	—	108	108	—	—	Requires: ChargeUp, Ramming	Kamikaze
6	32	—	31	—	48	—	Grows into BigTrip	LegSweep
30	210	—	—	—	180	180	Requires: Hustle, Sacrifice	LifeDance
27	198	94	—	—	145	162	Requires: Revive, WarCry	LifeSong
10	65	—	90	—	52	—	—	Lightning
14	84	—	—	—	98	—	—	LureDance
7	55	—	—	—	67	—	—	LushLicks
16	—	68	—	—	—	62	Grows into Bounce	MagicBack
19	—	80	—	—	—	74	—	MagicWall
10	—	40	—	—	—	34	—	MapMagic
12	84	—	72	—	72	—	—	Massacre
26	182	—	—	156	—	156	Requires: Guardian, StrongD	Meditate
38	—	210	—	—	—	224	Requires: Blazemost, Blizzard, Explodet, Firebolt, Infermost	MegaMagic
12	68	—	72	—	62	—	—	MetalCut
17	120	—	100	—	140	—	—	MouthShut
28	154	140	168	—	168	148	Requires: ZombieCut, Vacuum	MultiCut
7	49	—	42	—	—	42	—	NapAttack
8	—	30	—	—	—	26	—	NumbOff
10	54	27	—	—	63	49	Grows into RobDance	OddDance
16	112	—	—	—	—	96	Requires: SleepAir, Poisonair	PalsyAir



DRAGON WARRIOR

MONSTERS

Name of Skill	Class	Type	MP	Range	Use	Desc
PanicAll	Panic	Spell	5	AE	Battle	Makes the enemy panic
PaniDance	Panic	Dance	4	AE	Battle	Same effect as PanicAll, but paralyzes also
Paralyze	Paralysis	—	3	1E	Battle	Inflicts the damage of a normal attack while paralyzing
Poisonair	Poison	Breath	4	AE	Battle	Produces a poison mist that poisons those who inhale it
PoisonGas	Poison	Breath	3	AE	Battle	Produces a poison gas that poisons those who inhale it
PoisonHit	Poison	—	2	1E	Battle	Inflicts damage and poisons enemy
PsycheUp	Support	—	3	Self	Battle	After the first turn you can inflict greater damage than with a common attack
QuadHits	Attack	—	6	AE	Battle	Attack the enemy four times
Radiant	Surround	—	2	AE	Battle	Effect is similar to Surround
RainSlash	Attack	—	5	AE	Battle	Slash attack against all enemies
Ramming	Sacrifice	—	1	1E	Battle	Snatches away a large portion of the enemy's HP, but also causes a lot of damage to you
Revive	Revive	Spell	20	1A	Anytime	Completely restores life and HP of one ally
RobDance	OddDance	Dance	2	1E	Battle	Effect is similar to RobMagic
RobMagic	OddDance	Spell	0	1E	Battle	Steals away MP (quantity based on the caster's LV) and applies them to your own
RockThrow	Allied	—	5	AE	Battle	Inflicts 110 points of damage
Sacrifice	Sacrifice	Spell	1	AE	Battle	Causes instant death or close to it
SamsiCall	Summons	—	20	—	Battle	Summons Samsi who uses EvilSlash, SquallHit, and RainSlash
SandStorm	Surround	—	2	AE	Battle	Decreases the hit ratio for normal attacks as Surround does, but is more effective
Sap	Sap	Spell	3	1E	Battle	Decreases the enemy's defense a lot
Scorching	Flame	Breath	8	AE	Battle	Does about 85 points of damage
Shears	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Plant family
SickLick	Sap	—	4	1E	Battle	Stops the enemy's action for one turn and reduces the ally's defense to 1
SideStep	Defense	Dance	1	Self	Battle	Makes it easy to dodge the enemy's attack
Sleep	Sleep	Spell	3	1E	Battle	Puts the enemy to sleep for about 3 turns at the most
SleepAir	Sleep	Breath	3	AE	Battle	Puts enemies to sleep for 3 turns at the most. Not affected by StopSpell.
SleepAll	Sleep	Spell	5	AE	Battle	Puts all enemies asleep for about one to two turns
SlimeBlow	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Slime family
Slow	Slow	Spell	3	1E	Battle	Reduces the enemy's speed a lot
SlowAll	Slow	Spell	4	AE	Battle	Same effect as Slow against all enemies
SnowStorm	IceBolt	Spell	5	AE	Battle	Does about 50 points of damage
Speed	Support	Spell	2	1A	Battle	Raises the speed of one ally
SpeedUp	Support	Spell	3	AA	Battle	Raises the speed of all allies
SquallHit	Attack	—	2	1E	Battle	Attack more quickly than the enemy
StepGuard	Support	Spell	2	—	Walking	Walk past poisoned spots, barriers, etc. on the floors of the outer world without taking damage (only on the floor used)
StopSpell	StopSpell	Spell	3	AE	Battle	If successful, it stops an enemy's skill
StormWind	Defense	—	10	AA	Battle	Protects all allies against a breath attack from the enemy
StrongD	Defense	—	3	Self	Battle	Reduces the damage from all attacks to 1/10
SuckAir	Support	Breath	0	Self	Battle	Increases the damage from Breath attacks after the turn used
SuckAll	Defense	Breath	2	Self	Battle	Sucks in attacks against an ally for one turn. Take all deflected damage.
Surge	Healing	—	7	AA	Battle	Completely restores ability decreases and status anomalies
Surround	Surround	—	3	AE	Battle	Decreases the hit ratio for normal attacks
TailWind	Defense	—	6	Self	Battle	Rebounds against one opponent a Breath attack meant for the caster
TakeMagic	Support	Spell	2	Self	Battle	Absorbs the same amount of MP as the caster expends
TatsuCall	Summons	—	20	—	Battle	Summons Tatsu, who uses HealMore, Lightning, and Cover
ThickFog	Support	—	8	AE	Battle	Neither enemies or allies can use special skills
Thordain	Bolt	Spell	15	AE	Battle	Does about 200 points of damage
Transform	Support	Spell	5	Self	Battle	Transforms your skills and abilities to those of the enemy
TwinHits	Support	Spell	6	1A	Battle	Increases the amount of damage of your physical attacks
TwinSlash	Attack	—	2	1E	Battle	Inflicts damage against ally and wounds yourself
UltraDown	Beat	—	7	1E	Battle	Casts Sap, Slow, and Surround all at once against one enemy
Upper	Defense	Spell	2	1A	Battle	Raises one ally's defense
VacuSlash	Infernos	—	3	1E	Battle	Strength fluctuates depending upon Infernos resistance, and is similar to a common attack
Vacuum	Infernos	—	6	AE	Battle	Damage corresponds to the level of the caster
Vivify	Revive	Spell	10	1A	Anytime	Restores life to one ally with half HP
WarCry	Lose a Turn	—	3	AE	Battle	Stops the enemies for one turn
Whistle	Support	—	0	—	Walking	At a Traveler's Gate, it calls enemies from that level. Use to raise your levels.
WhiteAir	Blizzard	Breath	16	AE	Battle	Does about 170 points of damage
WhiteFire	Flame	Breath	16	AE	Battle	Does about 160 points of damage
WindBeast	Infernos	—	3	1E	Battle	Damage corresponds to the level of the caster
YellHelp	Allied	—	8	1E	Battle	Inflicts damage (8x at the most) in relation to the LV of the enemy
Zap	Bolt	Spell	10	AE	Battle	Does about 80 points of damage
ZombieCut	Attack	—	3	1E	Battle	Inflicts more damage than a common attack against enemies of the Zombie family

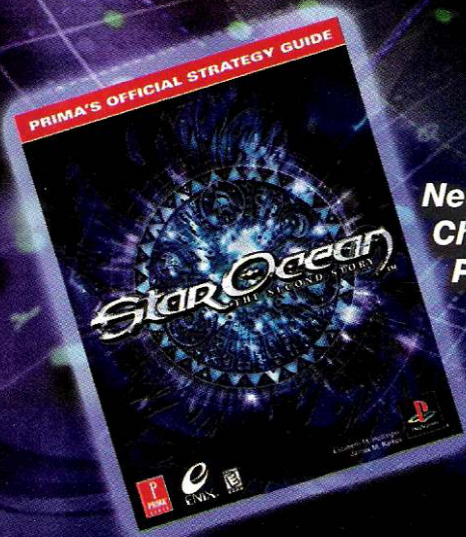


LV Req	HP Req	MP Req	STR Req	DEF Req	AGL Req	INT Req	Notes	Name of Skill
12	—	56	—	—	—	49	—	PanicAll
13	74	—	—	—	78	78	—	PaniDance
9	63	—	54	—	—	54	Requires: PoisonHit, Nap Attack	Paralyze
14	98	—	—	—	—	84	Final form of PoisonGas	Poisonair
9	63	—	—	—	—	54	Grows into Poisonair	PoisonGas
5	35	—	30	—	—	30	—	PoisonHit
12	72	—	82	68	—	—	—	PsycheUp
24	124	—	112	—	136	—	Final form of BiAttack	QuadHits
12	—	42	—	—	72	72	—	Radiant
15	92	—	90	—	96	—	Requires: BiAttack, SquallHit	RainSlash
12	70	—	—	—	70	—	—	Ramming
27	—	174	—	—	—	152	Final form of Vivify	Revive
12	68	39	—	—	85	61	Final form of OddDance	RobDance
7	—	32	—	—	—	28	Grows into TakeMagic	RobMagic
16	124	—	102	—	—	—	—	RockThrow
2	—	7	—	—	—	6	—	Sacrifice
30	—	130	—	—	—	150	Grows into BazooCall	SamsiCall
10	—	47	—	—	—	41	—	SandStorm
4	—	18	—	—	—	15	Grows into Defence	Sap
20	140	—	—	—	—	—	Grows into White Fire	Scorching
12	68	—	62	—	72	—	—	Shears
13	81	—	—	—	94	—	Final form of LushLicks	SickLick
9	63	—	—	—	54	—	—	SideStep
4	—	24	—	—	—	16	Grows into SleepAll	Sleep
10	70	—	—	—	—	60	—	SleepAir
11	—	52	—	—	—	46	Final form of Sleep	SleepAll
12	62	—	68	—	72	—	—	SlimeBlow
3	—	16	—	—	—	14	Grows into SlowAll	Slow
7	—	32	—	—	—	28	Final form of Slow	SlowAll
12	—	42	—	—	—	60	Grows into Blizzard	SnowStorm
2	—	10	—	—	—	8	Grows into SpeedUp	Speed
5	—	24	—	—	—	20	Final form of Speed	SpeedUp
12	72	—	68	—	82	—	—	SquallHit
10	—	40	—	—	—	34	—	StepGuard
9	—	44	—	—	—	38	—	StopSpell
19	140	—	—	126	140	—	Final form of TailWind	StormWind
14	98	—	—	84	—	—	—	StrongD
17	119	—	—	102	—	—	—	SuckAir
13	91	—	—	78	—	—	—	SuckAll
23	—	130	—	—	—	170	Requires: Antidote, NumbOff, DeChaos, CurseOff	Surge
10	70	—	—	—	70	—	—	Surround
11	75	—	—	84	70	—	Grows into StormWind	TailWind
13	—	58	—	—	—	52	Final form of RobMagic	TakeMagic
20	—	70	—	—	—	90	Grows into DiagoCall	TatsuCall
22	—	120	—	—	—	160	—	ThickFog
30	—	128	—	—	—	72	Final form of Bolt	Thordain
21	—	92	—	—	—	88	—	Transform
17	—	72	—	—	—	66	—	TwinHits
8	80	—	80	—	—	—	—	TwinSlash
21	—	110	—	—	—	150	Requires: Surround, Defence, SlowAll	UltraDown
2	—	14	—	—	—	12	Grows into Increase	Upper
11	77	34	66	—	—	42	Requires: ChargeUp, WindBeast	VacuSlash
19	112	—	114	—	132	—	Final form of WindBeast	Vacuum
14	—	63	—	—	—	54	Grows into Revive	Vivify
14	120	—	—	—	—	—	—	WarCry
4	—	28	—	—	—	24	—	Whistle
30	210	—	—	—	—	—	Final form of FrigidAir	WhiteAir
30	210	—	—	—	—	—	Final form of FireAir	WhiteFire
13	74	—	60	—	84	—	Grows into Vacuum	WindBeast
23	128	64	—	—	82	74	Final form of CallHelp	YellHelp
15	—	54	—	—	—	72	Grows into Thordain	Zap
12	64	—	58	—	62	48	—	ZombieCut



Discover what's out there.

"Highly Recommended."
- Videogames.com



Need help saving the World?
Check out **STAR OCEAN The Second Story:**
Prima's Official Strategy Guide.

www.primagames.com

www.enix.com

www.playstation.com



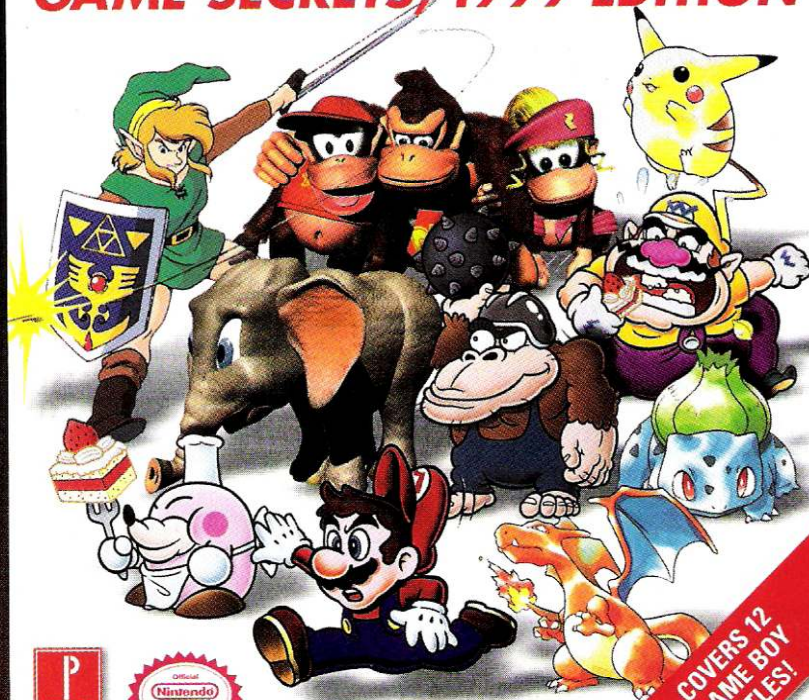
© 1999 tri-Ace Inc. / LINKS / Minato Koio / ENIX. All Rights Reserved.
STAR OCEAN The Second Story is a trademark and ENIX is a registered
trademark of Enix Corporation. PlayStation and the PlayStation logos
are registered trademarks of Sony Computer Entertainment Inc.



PRIMA'S OFFICIAL STRATEGY GUIDE

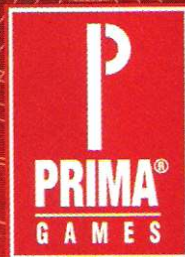
GAME BOY®

GAME SECRETS 1999 EDITION



COVERS 12
GAME BOY
TITLES!

WE'VE GOT STRATEGY COVERED



primagames.com

primagames.com

Over 200

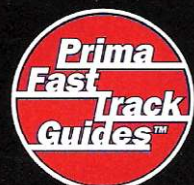
Prima Fast Track Guides™

With many more to come—
NEW, FREE, online strategy guides
EVERY WEEK!

Check daily for the latest:

- News
- Interviews
- Cheat Codes
- And More!

**For the PC, Sony PlayStation,
Sega Dreamcast, Nintendo 64,
Game Boy, and Mac**



We've got strategy covered™

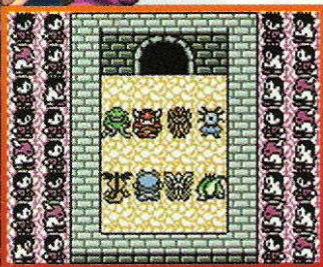




U.S. \$14.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment

Become a Master Monster Tamer



Vital tips for breeding thousands of monster combinations



Complete monster compendium



Comprehensive recipe section for full breeding potential



Every Gate and Mystic Hole covered



Tips on winning all tournaments, including Starry Night



© 2000 ARMOR PROJECT/BIRD STUDIO/ENIX. All Rights Reserved. Dragon Warrior and ENIX are trademarks and registered trademarks of Enix Corporation.

www.enix.com



The Prima Logo and Prima Publishing® are Registered Trademarks of Prima Communications, Inc.

www.primagames.com

Platforms: Nintendo GameBoy and Color GameBoy

ISBN 0-7615-2730-3



9 780761 527305



5 14 99



0 86874 52730 0

GoldGolem	Material	C	D	C	A	●	●	●	●	▲	●	■	■	■	■	■	■	■	●	▲	●	●	▲	▲							
GoldSlime	Slime	E	A	D	A	■	■	■	■	■	■	■	■	■	■	■	■	■	■	▲	●	■	■	■							
Golem	Material	C	E	C	D	X	X	X	▲	X	■	▲	■	▲	X	X	X	X	X	■	X	X	▲	▲							
Goopi	Material	C	D	C	D	X	X	X	X	●	X	X	●	X	X	X	X	X	●	X	●	X	X	X							
Gophecada	Bug	D	C	D	C	X	X	X	X	X	X	X	●	X	X	●	X	▲	▲	X	X	●	■	■							
GreatDrak	Dragon	D	E	C	D	●	■	●	▲	▲	▲	▲	■	▲	▲	▲	▲	▲	■	■	■	▲	▲	▲							
Gremilin	Devil	D	E	C	E	●	●	●	▲	▲	▲	▲	■	X	X	▲	▲	X	X	■	X	X	X	X							
Grendal	Devil	C	E	C	C	●	●	●	●	▲	▲	▲	■	▲	▲	▲	▲	▲	■	■	X	X	X	X							
Grizzly	Beast	D	E	A	E	▲	▲	▲	▲	▲	▲	▲	▲	X	X	X	X	●	▲	▲	X	●	■	●							
GulpBeast	Beast	C	E	A	D	▲	▲	▲	▲	▲	▲	▲	▲	X	X	●	●	▲	▲	▲	X	●	●	●							
Gulple	Plant	D	C	C	D	▲	▲	▲	●	▲	▲	X	X	▲	●	●	X	X	▲	X	X	●	●	X							
HammerMan	Beast	C	D	C	C	X	X	X	▲	▲	▲	X	X	●	●	●	●	●	●	X	X	■	■	■							
Hargon	???	D	A	D	D	▲	▲	▲	▲	▲	▲	▲	■	■	■	■	■	■	■	▲	X	■	■	■							
Healer	Slime	C	D	C	C	X	X	X	X	▲	▲	X	●	■	■	■	■	■	●	●	X	▲	●	X							
HerbMan	Plant	D	C	E	B	X	X	X	■	■	■	X	●	●	●	●	●	■	X	X	■	■	■	▲							
Hork	Zombie	C	D	D	C	X	X	X	X	X	●	●	●	●	X	X	X	X	●	X	X	X	X	X							
HornBeet	Bug	D	D	C	D	●	●	●	X	X	●	X	●	▲	X	X	●	▲	▲	X	●	●	X	●							
IceMan	Material	D	D	C	C	▲	▲	▲	▲	▲	■	X	■	X	X	▲	X	▲	■	X	▲	X	X	X							
IronTurt	Beast	C	E	C	C	▲	▲	▲	▲	X	X	X	X	X	X	●	●	▲	▲	●	●	●	●	●							
Jamirus	Devil	C	C	C	D	●	●	●	■	■	■	▲	▲	▲	▲	▲	▲	■	X	X	X	▲	▲	▲							
JewelBag	Material	D	C	C	C	X	X	X	X	●	X	▲	▲	▲	▲	▲	▲	▲	■	▲	X	X	X	X							
KingCobra	Dragon	C	C	D	D	▲	▲	▲	●	X	X	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	X	X	X							
Kingleo	Beast	D	D	C	C	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	■	■	■							
Kingslime	Slime	C	D	D	D	▲	▲	▲	▲	▲	▲	■	■	■	■	■	■	■	●	▲	▲	▲	▲	▲							
LandOwl	Bird	D	B	D	D	X	X	X	●	●	X	▲	▲	X	X	▲	▲	●	▲	X	X	■	■	■							
LavaMan	Material	C	C	C	C	■	■	▲	●	X	X	X	■	X	X	■	X	X	■	X	X	X	X	X							
Lionex	Devil	D	C	D	D	■	■	●	●	●	X	▲	▲	▲	▲	▲	▲	■	X	X	X	X	X	X							
Lipsy	Bug	C	C	C	C	X	X	X	X	X	▲	■	▲	▲	X	X	■	X	▲	X	X	X	●	●							
LizardFly	Dragon	C	C	C	C	▲	▲	●	X	X	X	▲	X	X	X	▲	X	X	●	■	X	▲	▲	▲							
LizardMan	Dragon	C	B	D	D	●	●	●	▲	▲	▲	X	▲	X	X	X	X	■	X	X	X	X	X	X							
MadCandle	Material	C	B	D	D	X	X	X	X	X	X	X	●	X	X	X	▲	▲	●	X	X	▲	▲	▲							
MadCat	Beast	D	E	C	D	▲	▲	▲	X	X	▲	X	▲	X	X	■	X	■	■	▲	▲	■	■	■							
MadCondor	Bird	D	C	C	C	▲	▲	X	●	▲	X	X	●	X	▲	▲	X	X	●	▲	X	●	●	●							
MadDragon	Dragon	D	E	D	E	●	●	●	X	X	X	▲	X	X	X	▲	▲	▲	●	X	●	●	●	●							
MadGoose	Bird	C	D	C	D	X	X	X	●	●	X	●	▲	X	X	X	X	X	X	X	X	●	●	■							
MadGopher	Beast	D	D	C	C	▲	▲	X	X	X	X	X	●	X	X	●	●	●	●	X	▲	▲	●	●							
MadHornet	Bug	D	E	D	D	▲	▲	▲	X	X	X	●	X	X	X	▲	▲	X	X	▲	▲	▲	■	■							
MadKnight	Devil	C	C	C	D	●	●	▲	▲	▲	●	▲	▲	▲	▲	▲	▲	▲	X	X	▲	▲	X	X							
Monster Name	Family	HP	MP	AT	DF	BLZ	FBL	BANG	INF	BOLT	BT	SUR	SLP	BEAT	ROB	STP	PAN	SAP	SLOW	AC	MEG	F	I	P	L	C	R	D	B	A	G

Deathmore* = DeathMore (Transformed) Deathmore** = DeathMore (Final form) Dracolord* = Dracolord (Dragon)

Monster Name Family		HP	MP	AT	DF	BLZ	FBI	BANG	INF	BOLT	BT	SUR	SLP	BEAT	ROB	STP	PAN	SAP	SLOW	AC	MEG	F	I	P	L	C	R	D	B	A	G
MadMirror	Material	D	C	C	D	▲	▲	▲	▲	●	▲	X	X	X	X	X	X	X	X	■	X	X	●	X	X	X	X	X	X	X	X
MadPecker	Bird	C	E	D	D	▲	▲	▲	■	▲	▲	X	X	X	X	X	X	X	▲	X	X	X	X	X	X	X	●	●	●	●	
MadPlant	Plant	D	C	C	D	X	X	X	●	●	X	▲	▲	▲	■	▲	▲	▲	▲	▲	▲	X	X	X	X	●	●	●	●	X	
MadRaven	Bird	D	D	C	C	X	X	X	●	●	X	▲	▲	▲	X	X	X	X	X	X	X	X	▲	▲	▲	●	●	●	●	●	
MadSpirit	Zombie	D	C	D	C	X	X	X	▲	▲	▲	●	●	▲	■	▲	▲	▲	▲	■	X	X	X	●	●	▲	▲	▲	▲	X	
ManEater	Plant	D	C	D	E	▲	▲	▲	●	●	▲	X	X	X	▲	■	▲	X	X	■	▲	X	X	X	X	■	■	■	■	X	
Metabble	Slime	E	A	D	A	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	X	
MedusaEye	Devil	C	D	D	D	●	●	●	▲	▲	▲	X	X	X	●	X	X	X	X	●	X	X	●	●	●	●	▲	▲	▲	▲	
MetalDrak	Material	C	D	D	C	▲	▲	▲	X	X	●	X	X	●	X	X	X	X	X	■	X	X	▲	■	■	X	X	X	X	X	
MetalKing	Slime	E	A	D	A	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	▲	
Metaly	Slime	E	A	C	A	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	X	
Mimic	Material	A	B	D	C	X	X	▲	●	▲	▲	▲	▲	■	▲	▲	▲	▲	▲	■	X	X	▲	X	X	X	X	X	X	X	
MiniDrak	Dragon	D	C	C	D	●	●	●	▲	▲	▲	X	X	X	■	X	X	X	X	●	X	●	X	X	X	●	▲	▲	▲	▲	
Mirudraas	???	D	A	A	D	●	●	●	▲	●	●	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	▲	
Mirudraas *	???	A	A	A	D	●	●	●	X	X	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	▲	
MistyWing	Bird	C	C	C	D	X	X	X	●	●	▲	X	X	X	▲	X	X	X	X	▲	X	X	▲	X	X	X	●	●	●	●	
Mommomja	Beast	D	C	D	D	X	X	X	▲	▲	▲	X	X	▲	■	▲	▲	▲	▲	■	X	X	X	X	X	■	■	■	■	■	
Muddoll	Material	C	E	D	D	X	X	▲	▲	▲	■	▲	X	■	X	X	X	X	■	X	X	■	X	X	X	X	X	X	X	X	
Mudou	???	D	A	A	C	▲	▲	▲	■	▲	▲	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	X	
Mudron	Zombie	D	B	C	C	X	X	X	X	X	●	■	●	■	X	X	▲	▲	▲	●	X	X	X	■	■	■	■	■	X	▲	
Mummy	Zombie	D	C	C	C	X	X	X	▲	▲	X	●	●	●	▲	●	X	X	X	●	X	X	X	●	●	▲	▲	▲	X	X	
NiteWhip	Zombie	C	E	B	E	X	X	X	▲	▲	▲	●	●	●	X	●	X	X	X	●	X	X	X	●	●	▲	▲	▲	▲	▲	
Ogre	Devil	D	C	D	C	▲	▲	▲	●	●	●	X	X	●	X	X	X	▲	▲	■	X	X	X	X	X	●	●	●	●	▲	
Oniono	Plant	D	D	D	C	X	X	X	●	●	X	▲	▲	●	●	▲	▲	X	X	■	X	X	X	▲	▲	●	●	▲	▲	▲	
Orc	Devil	D	E	D	D	▲	▲	▲	■	■	●	X	X	●	X	▲	▲	▲	▲	■	X	X	X	X	X	●	●	●	X	X	
Orochi	Dragon	C	D	C	D	●	●	●	▲	▲	▲	●	●	▲	■	▲	▲	▲	▲	■	X	X	▲	▲	▲	▲	▲	▲	▲	▲	
Phoenix	Bird	D	D	D	C	●	●	●	▲	▲	X	X	X	▲	▲	▲	▲	X	X	■	X	X	■	X	▲	■	■	●	●	●	
Picky	Bird	C	C	D	C	X	X	X	●	●	▲	▲	▲	▲	▲	▲	▲	▲	▲	■	X	X	X	X	X	●	●	●	●	●	
PillowRat	Beast	D	C	C	C	X	X	X	▲	▲	X	X	X	▲	▲	▲	●	●	▲	X	X	X	X	X	X	■	■	■	■	●	
Pixy	Devil	C	E	D	C	●	●	▲	▲	▲	●	▲	▲	■	●	●	▲	▲	▲	■	X	X	X	X	X	X	X	X	X	X	
Pizzaro	???	D	A	A	D	▲	▲	▲	▲	▲	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	▲	
Poisongon	Dragon	D	D	D	D	●	●	●	X	X	X	▲	▲	▲	X	X	X	X	X	●	X	X	●	●	▲	▲	X	X	X	X	
Pteranod	Dragon	D	C	C	E	●	●	●	▲	▲	X	X	X	X	X	X	X	X	X	●	X	X	●	●	X	▲	▲	▲	▲	▲	
Putrepup	Zombie	C	D	C	C	X	X	X	X	X	●	●	●	●	X	●	▲	▲	▲	■	X	X	▲	▲	▲	▲	▲	▲	▲	▲	
RainHawk	Bird	A	A	D	C	●	●	●	■	●	▲	▲	▲	■	▲	▲	▲	▲	▲	■	X	X	▲	▲	▲	■	■	■	■	■	
Rayburn	Dragon	D	E	C	D	●	●	●	●	●	X	X	X	●	X	X	X	X	X	●	X	▲	X	X	X	●	▲	▲	▲	▲	
Reaper	Zombie	D	E	D	C	X	X	X	▲	▲	X	●	■	▲	▲	■	X	X	X	●	X	X	▲	■	■	▲	▲	▲	▲	▲	
Roboster	Material	C	E	D	D	▲	▲	▲	▲	▲	●	▲	●	■	X	X	X	X	■	X	X	▲	●	●	●	X	X	X	X	X	
RockSlime	Slime	D	B	D	C	X	X	▲	X	X	●	●	■	●	●	●	●	●	■	■	X	X	▲	●	●	X	X	X	X	X	
RogueNite	Material	D	E	D	D	X	X	X	X	●	▲	▲	▲	■	X	X	X	X	■	■	X	X	▲	▲	▲	X	X	X	X	X	
Rosevine	Plant	C	A	C	D	▲	▲	▲	■	▲	▲	▲	▲	■	■	▲	▲	▲	▲	■	▲	▲	▲	▲	▲	■	■	■	■	▲	

[illegible]

